

Sweet Halloween

Sweet Halloween Match 3 Game Unity

Documentation

CONTENTS (CTRL+ click for fast moving)

Sweet Halloween Match 3 Game Unity.....	1
Documentation.....	1
EngineDescription.....	2
SET UP.....	3
How to edit levels:.....	4
How to edit map.....	7
How to Reskin.....	10
Audio	11

EngineDescription

- Source code was made in Unity3D
- 2 types of gameplay
- Cross platform (iOS, Android)
- 55 levels
- Gameplay - throw ball to ball with the same colors to combine match 3.
- Included IAP's
- Map

Sweet Halloween great template for your Bubble Shooter game.

Use the Tile Map Editor for creating or editing of your levels for game.

How to play

Combine 3 or more objects the same color for WIN!

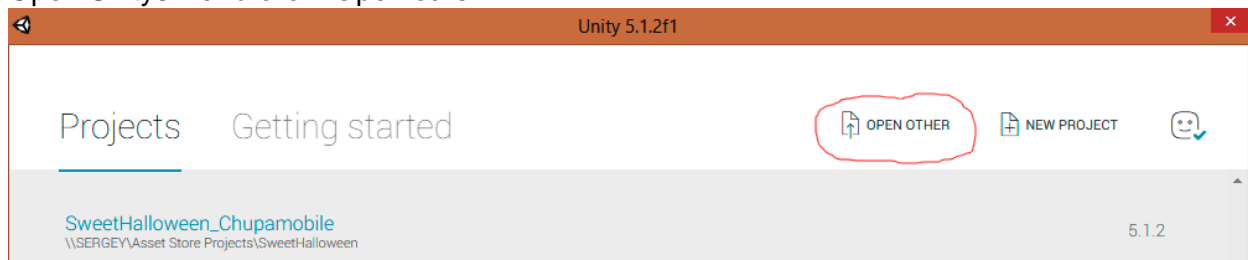


SET UP

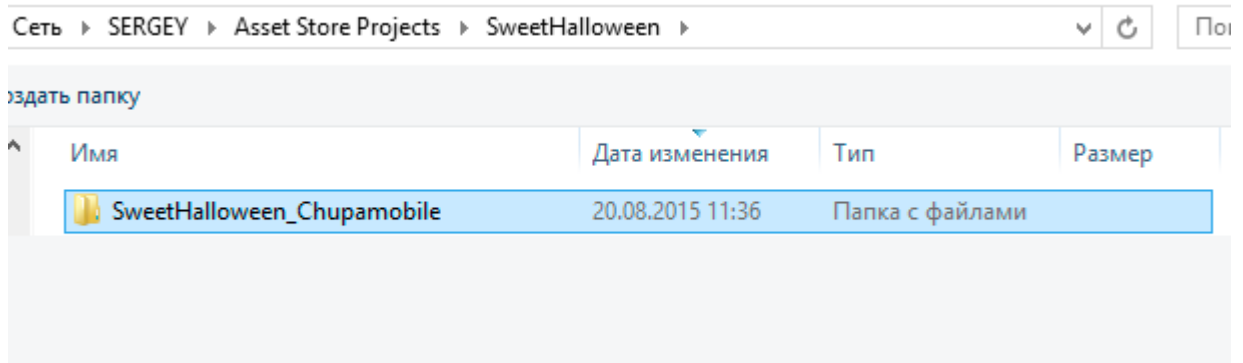
Use Unity3D 5.0 or high. You can **download** it from this link (**CTRL+ click** on the link) [DownloadUnityFree](http://unity3d.com/get-unity/download?ref=personal) (http://unity3d.com/get-unity/download?ref=personal)

How to install:

1. Download the project archive.
2. Unpack the archive.
3. Open Unity3D and click "Open other".

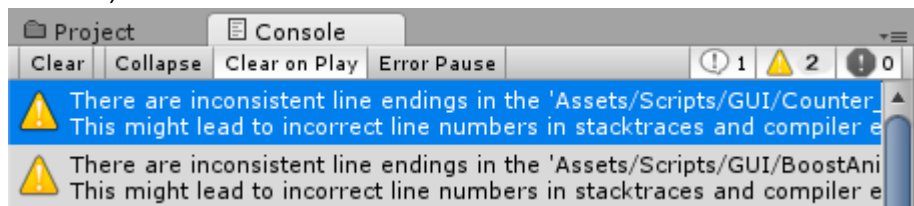


4. Chose the unpacked folder of the project



Important information!!!

NOTE: Ignore all warnings and notifications (like yellow sign and white bubble in console).



It's **NOT errors**. It does not affect to work of the game.

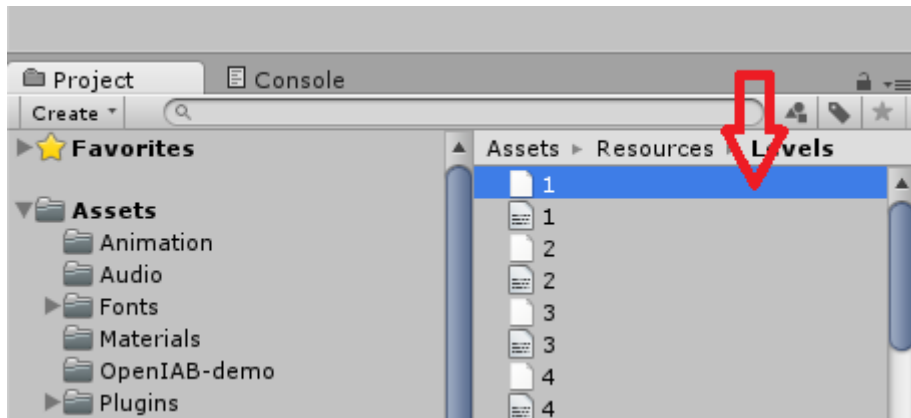
How to test on device:

1. File - > Build Settings...
2. Choose your platform (iOS, Android)
3. Switch platform
4. After switching:
 - a. For iOS click "Build" and select folder, then open created project in XCode.
 - b. For Android you can plug-in device to your pc and click "Build and Run" and game automatically runs on your device after building.

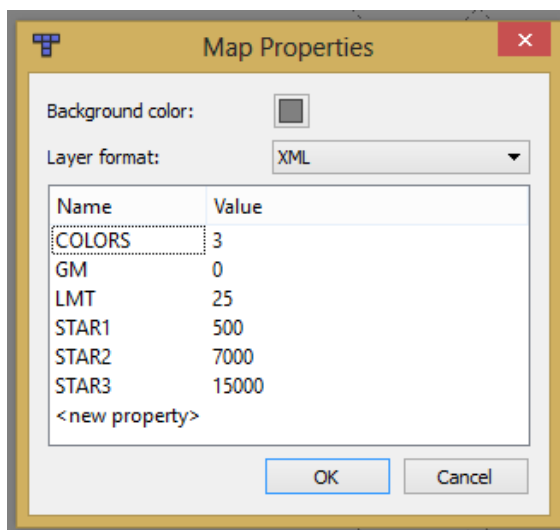
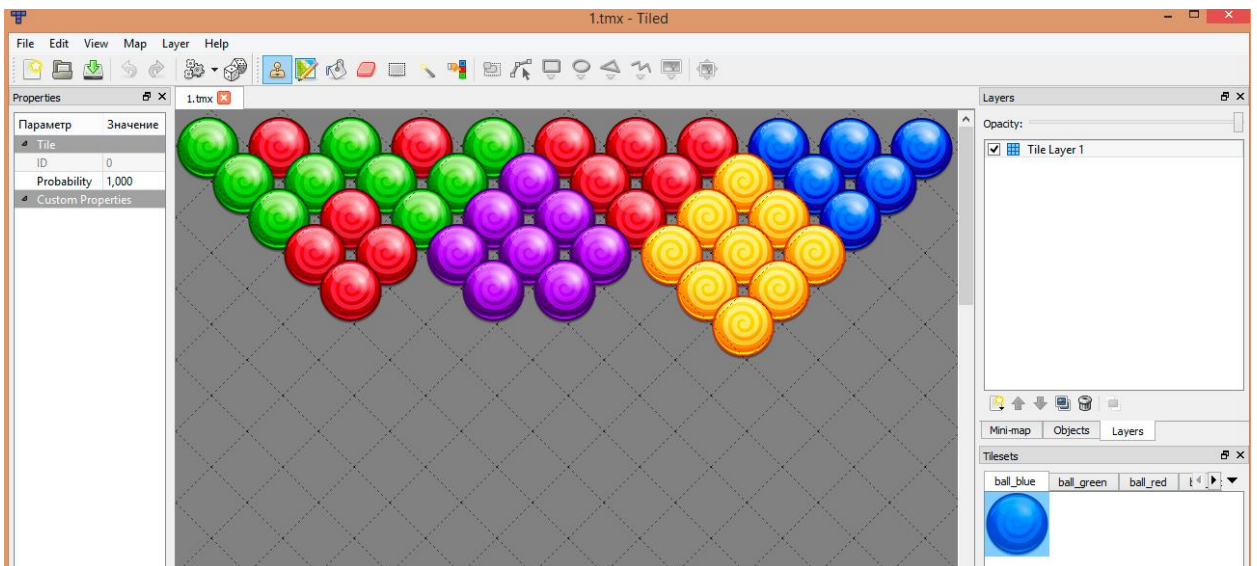
NOTE: Make sure that Plugins folder and Soomla places in Assets folder, if not please replace Plugins to Assets.

How to edit levels:

1. Download this useful software <http://www.mapeditor.org/download.html>
2. Double click to Resources/Levels/1.tmx



3. In opened Tiled editor go to Map/Map properties:



It have next parameters:

- Colors –count of colors for random color ball.
- GM – game mode. Depends from asset you bought can have:
0 – get to the top and collect stars
1 – rescuechicken
- LMT – limits of moves
- STAR1 – 3 – scores for reaching appropriate star reward.

Level have tilesets, every tileset mean one sprite for us:



- constant color balls.



- random color ball.



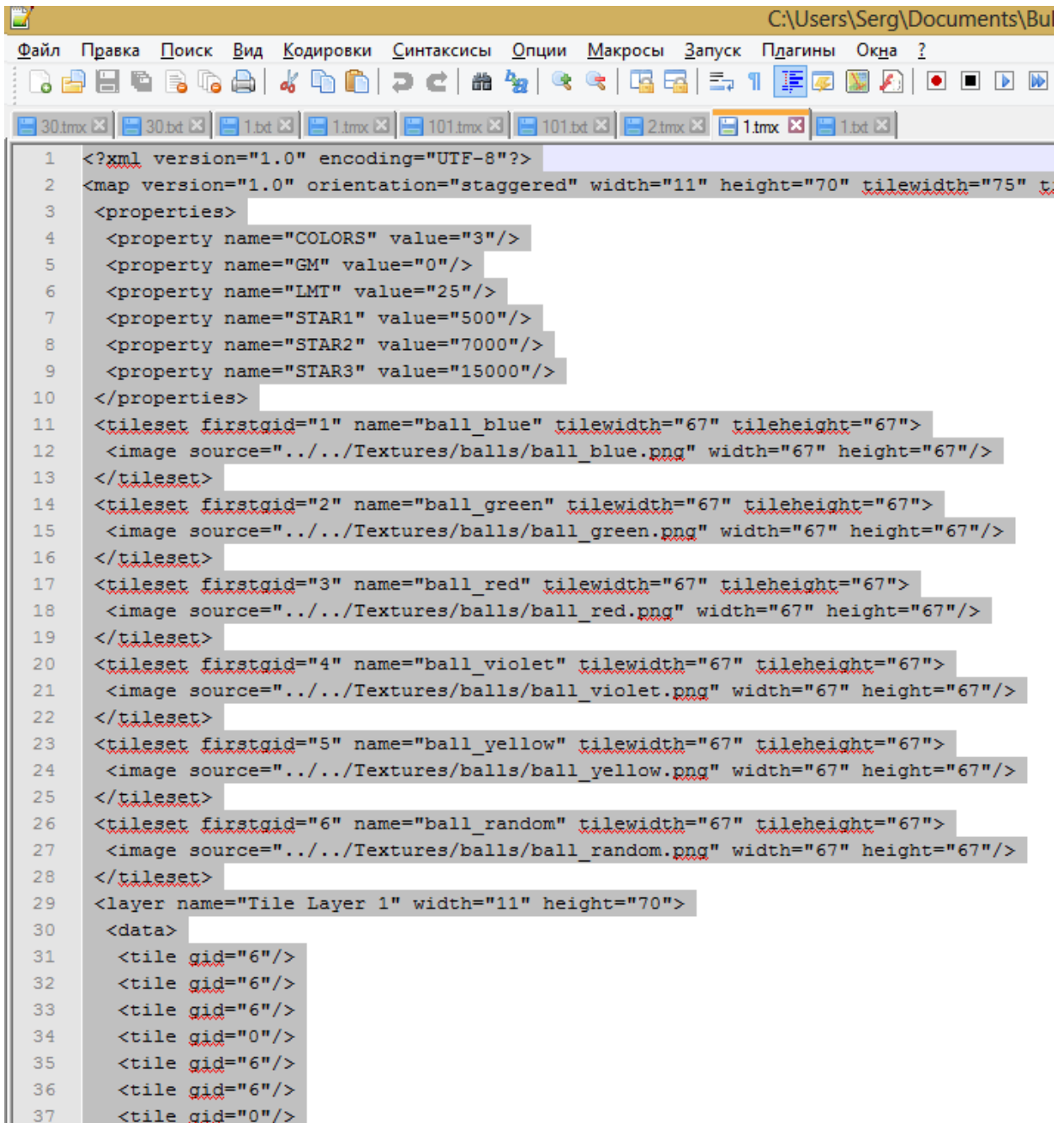
- central ball for rounded levels (mode – 1), should be placed to the center of the level.

After placing balls you should save the file in directory Resources/Levels/, name should be just number of level.

After save you need to create txt copy of that file or use existing file with the same name ("1.txt") if you edit levels. Because Unity can't read tmx files from resources directory.

To open tmx files in notepad I recommend you to use <http://notepad-plus-plus.org/>.

You need to open the tmx file that we created before, copy contents, past it to new file or exist file with replacing all content and save to the Resources/Levels/ folder with the same name.

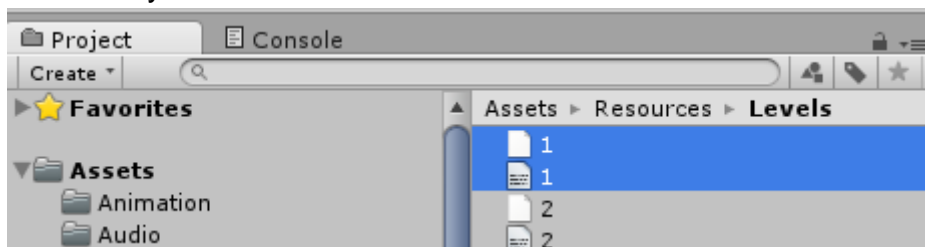


```

1 <?xml version="1.0" encoding="UTF-8"?>
2 <map version="1.0" orientation="staggered" width="11" height="70" tilewidth="75" t
3 <properties>
4   <property name="COLORS" value="3"/>
5   <property name="GM" value="0"/>
6   <property name="LMT" value="25"/>
7   <property name="STAR1" value="500"/>
8   <property name="STAR2" value="7000"/>
9   <property name="STAR3" value="15000"/>
10 </properties>
11 <tileset firstgid="1" name="ball_blue" tilewidth="67" tileheight="67">
12   <image source="../../../Textures/balls/ball_blue.png" width="67" height="67"/>
13 </tileset>
14 <tileset firstgid="2" name="ball_green" tilewidth="67" tileheight="67">
15   <image source="../../../Textures/balls/ball_green.png" width="67" height="67"/>
16 </tileset>
17 <tileset firstgid="3" name="ball_red" tilewidth="67" tileheight="67">
18   <image source="../../../Textures/balls/ball_red.png" width="67" height="67"/>
19 </tileset>
20 <tileset firstgid="4" name="ball_violet" tilewidth="67" tileheight="67">
21   <image source="../../../Textures/balls/ball_violet.png" width="67" height="67"/>
22 </tileset>
23 <tileset firstgid="5" name="ball_yellow" tilewidth="67" tileheight="67">
24   <image source="../../../Textures/balls/ball_yellow.png" width="67" height="67"/>
25 </tileset>
26 <tileset firstgid="6" name="ball_random" tilewidth="67" tileheight="67">
27   <image source="../../../Textures/balls/ball_random.png" width="67" height="67"/>
28 </tileset>
29 <layer name="Tile Layer 1" width="11" height="70">
30   <data>
31     <tile gid="6"/>
32     <tile gid="6"/>
33     <tile gid="6"/>
34     <tile gid="0"/>
35     <tile gid="6"/>
36     <tile gid="6"/>
37     <tile gid="0"/>

```

After that you have to see two files with the same names:

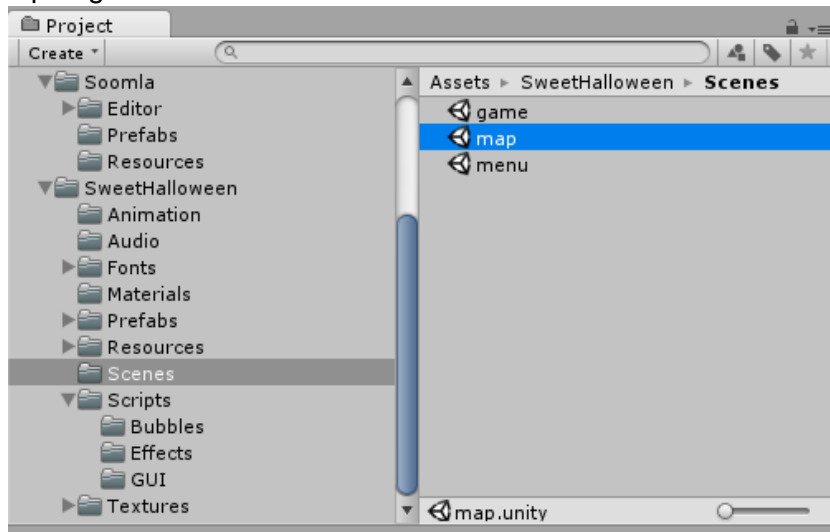


First name – for editor.

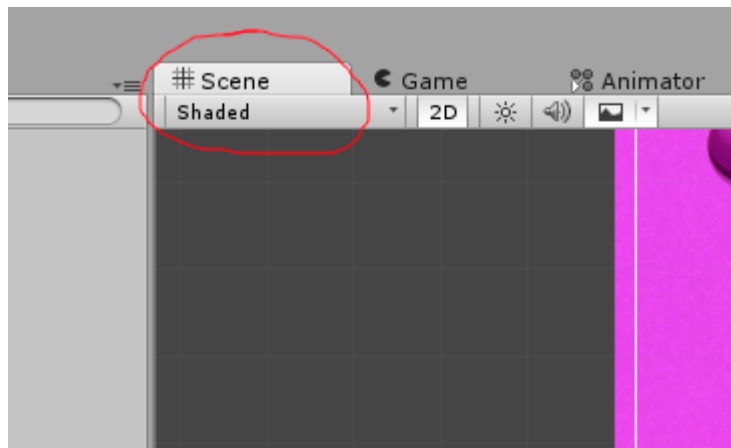
Second name – for Unity.

How to edit map

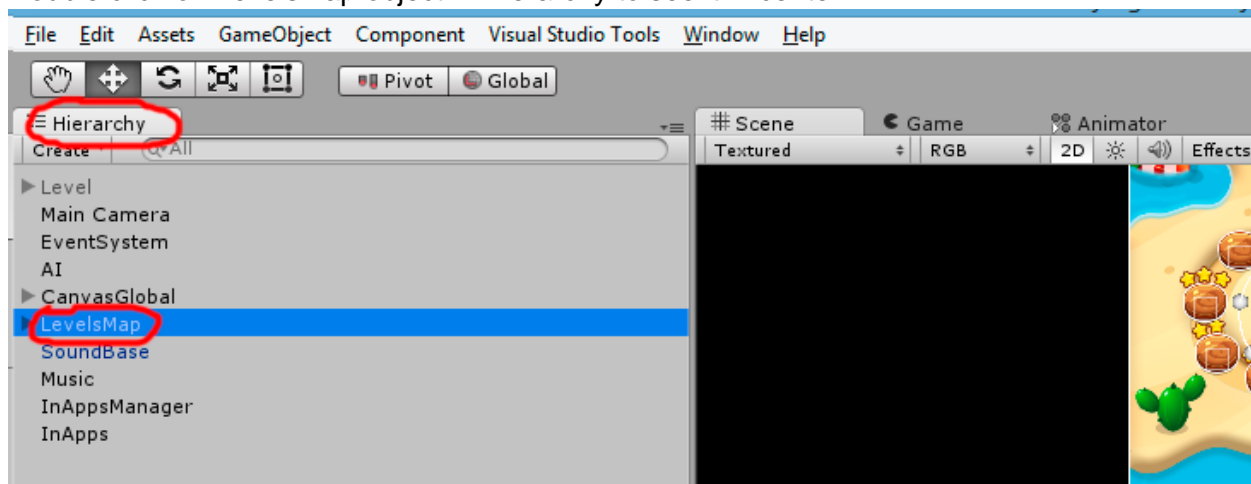
1. Open game scene



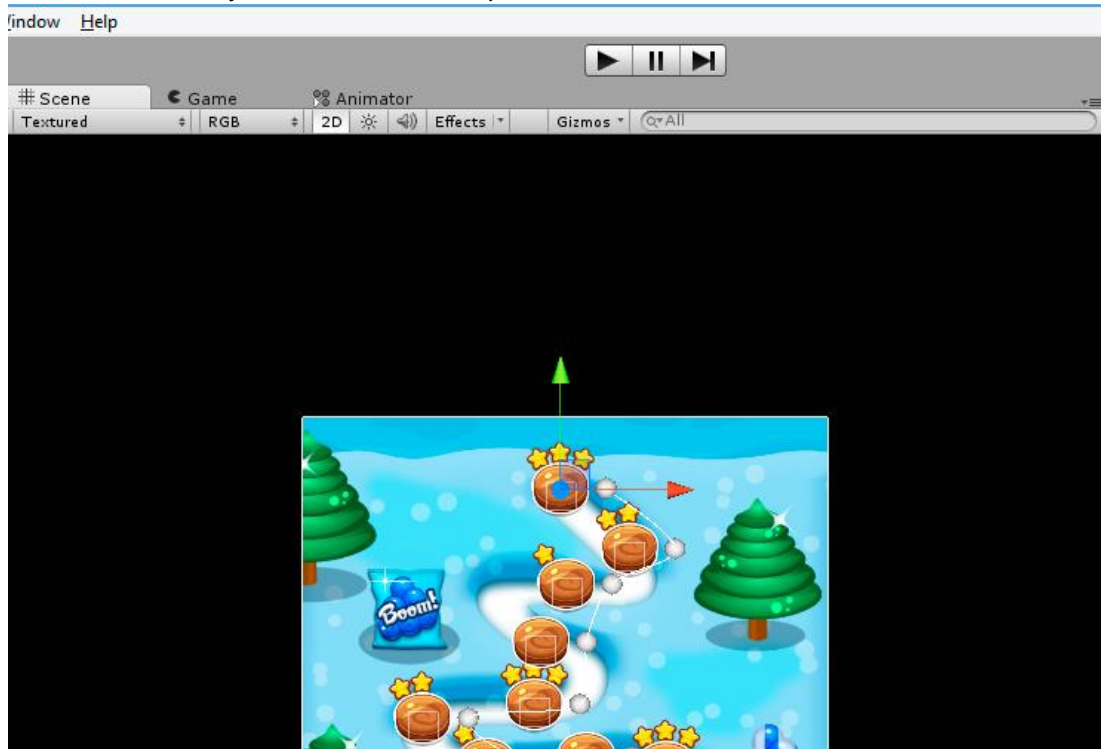
2. Select Scene view



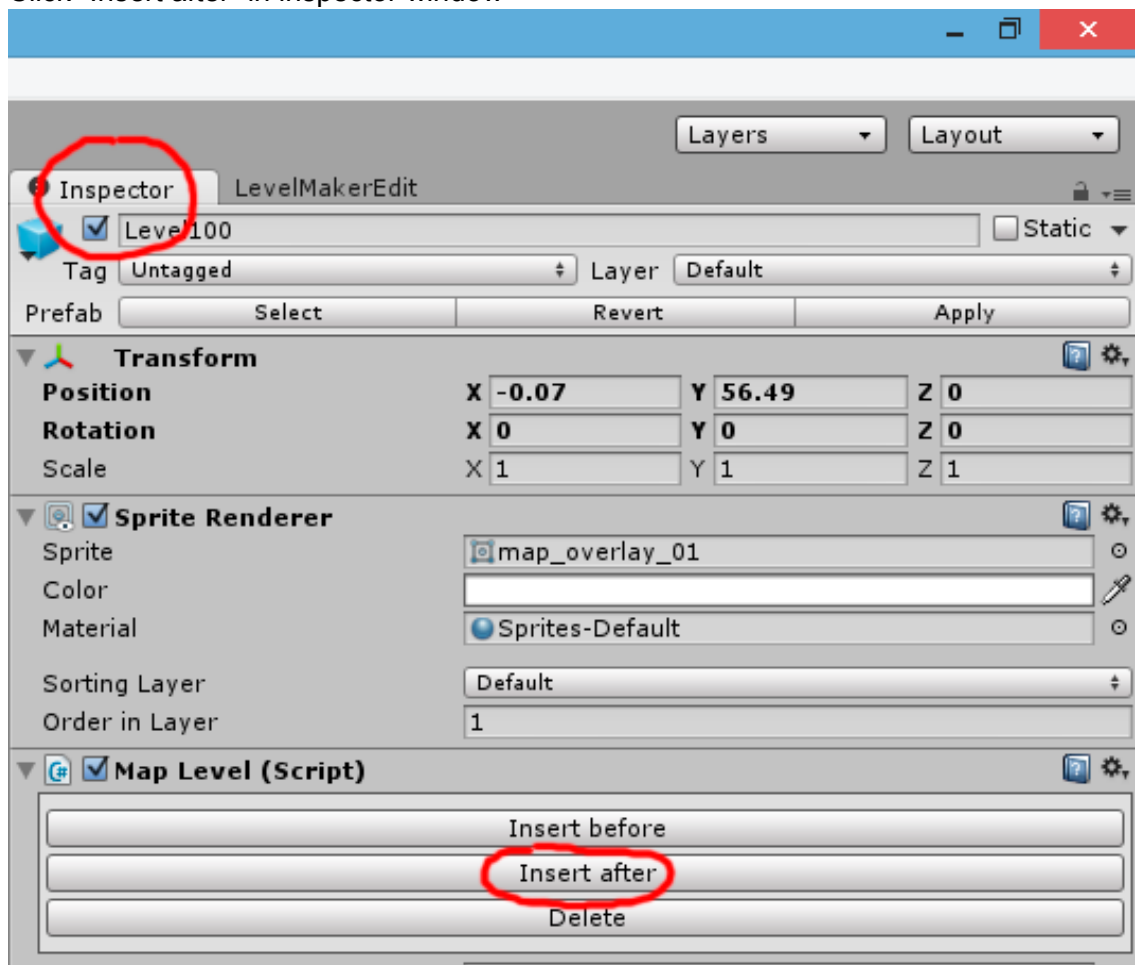
3. Double click on LevelsMap object in Hierarchy to see it in center.



4. Select level icon you need on the map



5. Drag it where you need.
6. If you need **add new level** select the last icon on map. Now it is 55th level
7. Click "Insert after" in inspector window



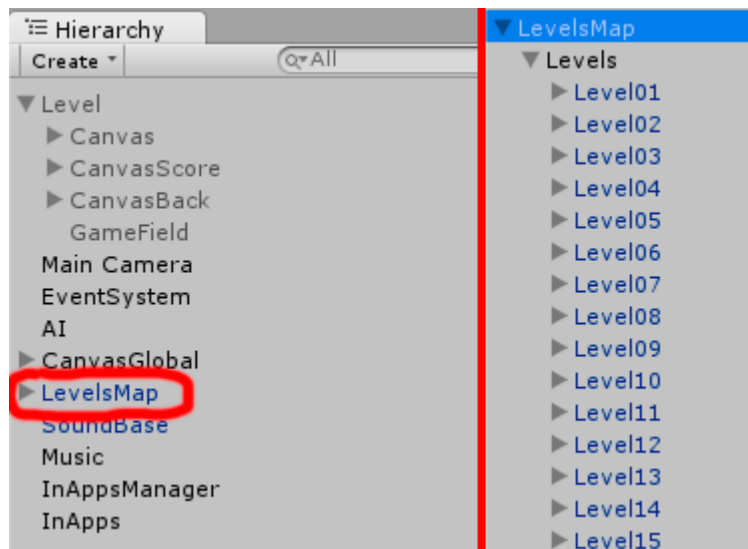
8. Drag it where you need.
9. Also you have "delete" and "insert before" buttons there

Remember: If you want to create new levels (**more than 100levels**), you need to create new levels in LevelMakerEditor and then to create the new object on map.

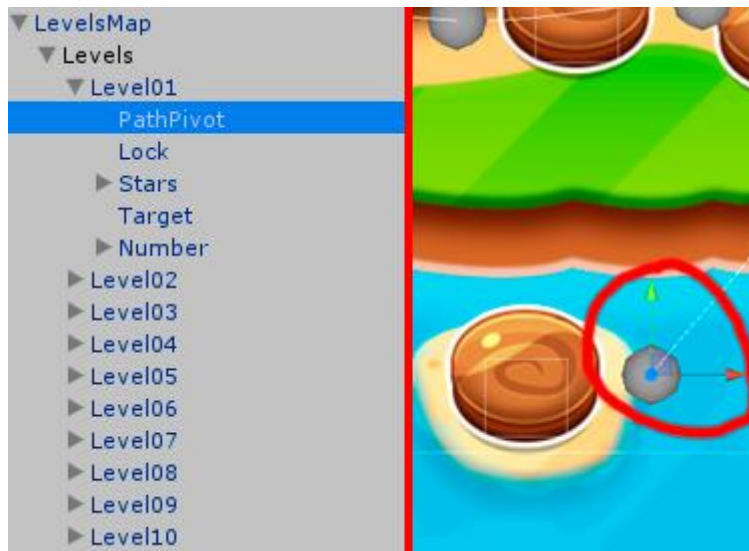
10. How to edit **Player Icon** position:



The grey points in map editor is Player Icon position. You can change it, just look in **Hierarchy** and select Levels map, expand it:



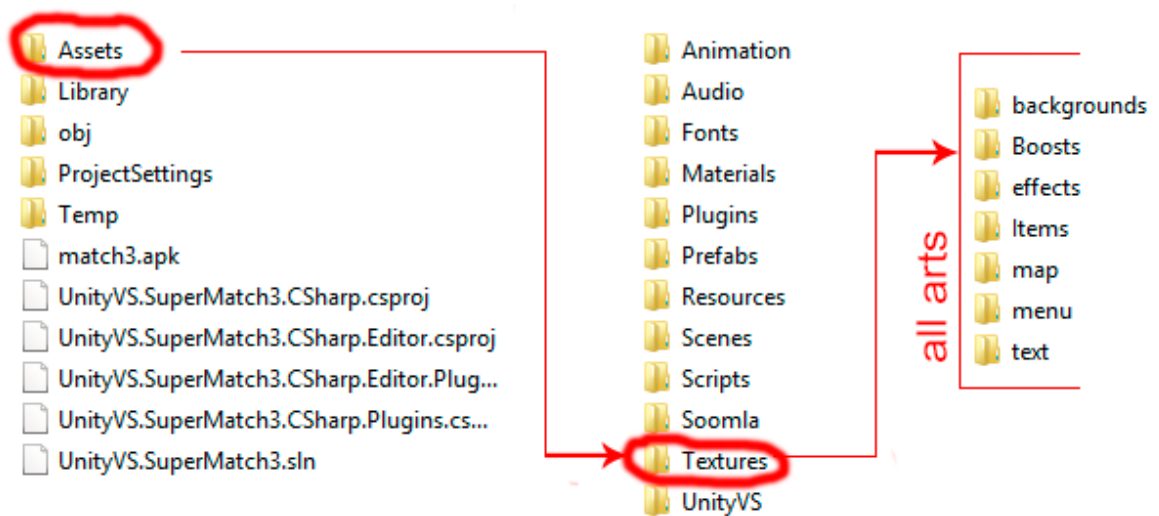
After this, expand any "level...", you see the "PathPivot". It is position for player icon.



Just drag it in necessary place.

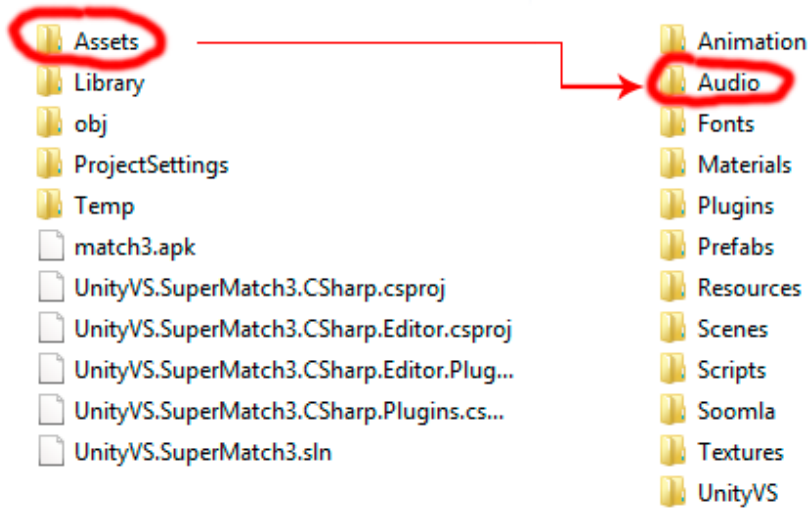
How to Reskin

1 - Almost all graphics located in the folder **Assets/Textures**. You need just **replace** your art in this folders, keep the same name in **PNG** format:

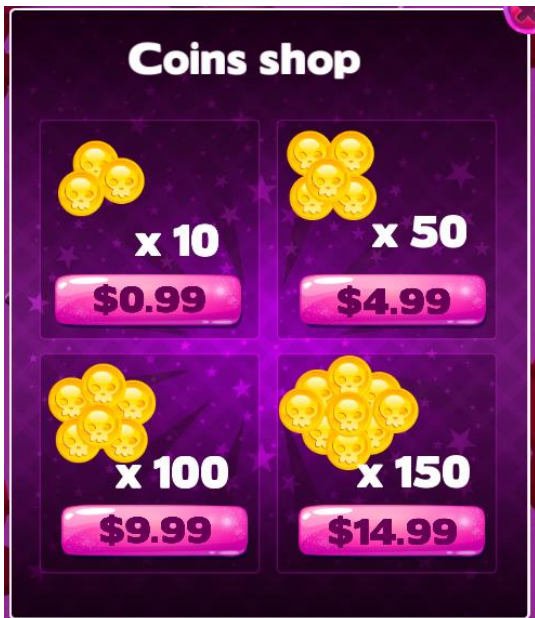


Audio

Audio files located in the folder **Assets / Audio**. You need just **replace** your music and sounds in this folder, keep the same name in **MP3** format:



In-apps



Create products in your developer account with next product IDs:

pack1, pack2, pack3, pack4

Meaning of products:

- pack1 - 10 gems by \$0.99
- pack2 - 50 gems by \$4.99
- pack3 - 100 gems by \$9.99
- pack4 - 150 gems by \$14.99

To setup IN-APPs for Android go to Window/Soomla/Edit Settings

In appeared window change your Google Play Public Key in appropriate field.

