

## ReadMe - [Online link](#)

Game - This is a incremental card game. Mixture of Threes and 2048. In the game you can click to merge same number card and make bigger number.

The only object of the game to make bigger card.

-----

Game have 4 types of cards.

Normal card, Two number card, Help seeker card, Number changing card.

-----

Game also have 1 special blue card.

- If you are able to merge 5 card at once. Card will convert into special card.
  - Special card can only merge with other special card of same number.
  - Special card add 100 points to score.
- 

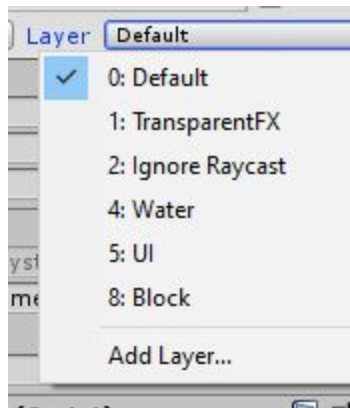
Black card is also a special type of card.

- This card sits on top of other cards.
  - If you manage to merge card underneath the black card. Black card will be destroyed and you will get points.
  - If black card is present when game ends. Card below the black card will not be count in score.
- 

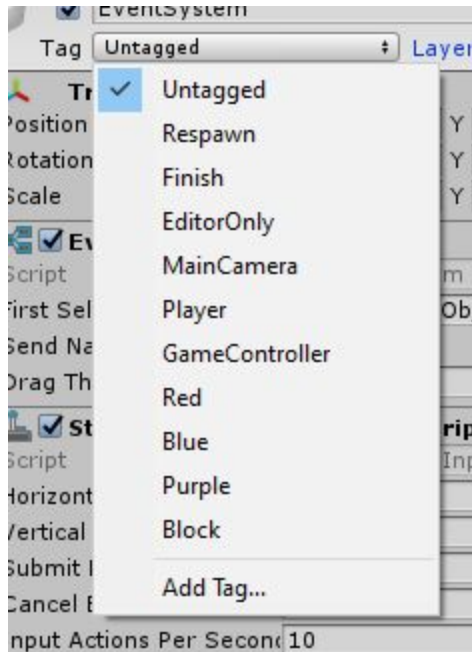
### Layer

Download ProjectSettings.asset from this link.

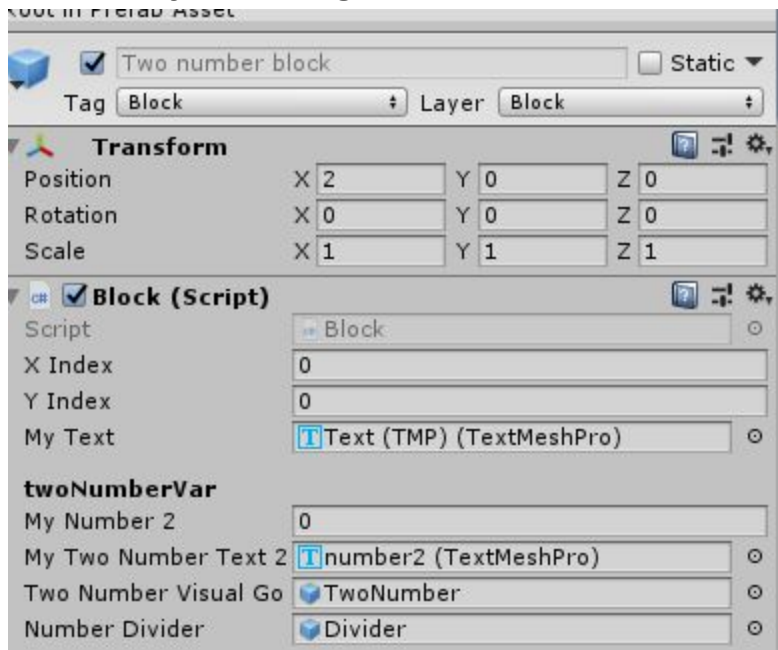
[https://drive.google.com/file/d/1Eb7d3sixF3M2l\\_3UCCK4PMG8cGkvPx1n/view?usp=sharing](https://drive.google.com/file/d/1Eb7d3sixF3M2l_3UCCK4PMG8cGkvPx1n/view?usp=sharing)



### Tag



## Block - Layer and tag



## Script

**AnalyticsManager** - Responsible for [Firebase and unity] analytics. Remove if not using analytics.

**BlackBlock** - Present on all block prefab.

Responsible for black card functionality.

Black card when present on any card,

1 - user cannot click on the card below

2 - when game ends the card underneath will not count in score

**BlackBlockDeath** - Present on black block GameObject. When black card dies. This will be instantiated. Only for visual.

**Block** - Present on all block Prefab.

Very Important script

blocks or cards whatever you want to call

- 4 type of cards

Normal card - merge with nearby cards if number is same

- 3 Special cards-

Special cards will come after 12 cards

Two Numbers cards - Have 2 numbers. Merge two times

Help needed card - This card needs help. This card has health. Which decreases with every move

If this card is not merged before the health goes to zero. Game will end.

Number changing card - This card will change number after every 5 moves of player.

-----

**Blue Special Card** - If you are able to merge 5 cards at once. Card will change to special blue card

It will give +100 points in score.

Special blue card can only merge with special blue cards \*\*if the number is the same.

**Board** - Present on Board Gameobject.

This instantiate the cards and store in allBlockGrid and activeBlockTile

activeBlockTile = contains current active card

Two main Tasks of this script . SetUp,Refill and collapse[Destroy] blocks.

**Constants** - When the game starts Firstly tutorial will come and then Game starts.

This script checks if the tutorial is completed or not.

**DotweenAnimation** - Dotween Animation helper for scale.

**GameLoader** - Present on GameLoader game object. Decide to load the game or the tutorial.

GameManager - This is the manager. This script handles a lot of small operations.

TutorialGameplay - This is responsible for starting tutorials of the game. Used unity UI for this

There are 9 cards present.

For every tutorial - Show and hide the cards and add different onclicklistener to perform different actions.

Switch statement is used for displaying tutorials in StartTheTutorial method.

UiManager - Present on canvas in Game prefab.

FREE Asset used in the game -

Dotween Free

<https://assetstore.unity.com/packages/tools/animation/dotween-hotween-v2-27676>

UI Shape kit by thisotherthing

<https://github.com/thisotherthing/ui-shapes-kit>

Kilsoft editor button for easy debug

<https://github.com/Kilsoft/EditorButton>