



About

OVERVIEW

2048 is a casual complete project ready to deploy for mobile, swipe across your screen to move the cells, add the same ones together to combine them into a larger cell, reach 2048 to win

SEE IT IN ACTION

Play the game on your phone to see how this asset works out of the box, Download The Demo

DYNAMIC CELLS GENERATOR

Whatever you want the grid to look like can be achieved with a simple change in the grid size, the possibilities are endless, from the usual 4x4 to 3x6 or even 10x10, it's all possible

PERFORMANT ANIMATION

Every animation is controlled using tweening, making the gameplay smoother

OBJECT POOLING

Instead of instantiating and destroying gameobjects in runtime, the asset uses object pooling which improves performance drastically

READY TO DEPLOY

This is a complete project which is game-ready, all you have to do is to change the package name, and you are ready!

EASILY CUSTOMIZABLE

You can easily customize the colors, grid size, winning score, change the sounds, etc. Basically everything can be easily customized to suit your taste

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Setup Guide:

Installing Dependencies

- Import the 2048: Complete Project package
- Install TextMeshPro (if not installed)

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▶ ProBuilder	4.5.2 🔺						
▶ Profile Analyzer	1.1.1	Unity Technologies					
▶ Quick Search	2.0.2	Version 3.0.6 - April 22, 2021					
▶ Relay	1.0.3						
▶ Remote Config	1.4.0	TextMachDro is the ultimate text solution for Linity. It's the perfect					
Scriptable Build Pipeline	1.19.6	replacement for Unity's UI Text and the legacy Text Mesh.					
▶ Shader Graph	10.7.0						
▶ Test Framework	1.1.33 🗸	Perietry Unity					
► TextMeshPro	3.0.6						
▶ Timeline	1.4.8						
Unity Distribution Portal	2.0.0						
▶ Unity Recorder	2.5.7						
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► Universal RP	10.7.0						
Version Control	1.15.18						
Visual Effect Graph	10.7.0						
Visual Studio Code Editor	1.2.5 🗸						
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• Import TMP Essentials

TMP Importer	:		×
TMP Essentials	aiaa		
that are essential for using TextMesh Pro. These new resources will be placed at the root of your project "TextMesh Pro" folder.	in t	ι he	
Import TMP Essentials			
TMP Examples & Extras			
The Examples & Extras package contains addition resources and examples that will make discovering an learning about TextMesh Pro's powerful features easier. These additional resources will be placed in the folder as the TMP essential resources.	nd sai	ne	
Import TMP Examples & Extras			

• Install LeanTween

Link: <u>https://assetstore.unity.com/packages/tools/animation/leantween-3595</u>

Step 1: Head to the Unity Asset Store and click Add To My Assets

Step 2: Click on Open in Unity

OR

Open the Package Manager and choose My Assets then select Lean Tween and install it

Package Manager				:
+ ▼ Packages: My Assets ▼ Sort: Name ↓ ▼ Filters ▼ Cle	ear Filters		🔅 🤉 leantween	
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		View in the Asset Store • Publisher Website • P		
		LeanTween is an efficient tween engine that offe other tween engines (and more!) while having mu	ers a many of the same features ich less overhead.	as the
		Images & Videos		
		View images & videos on Asset Store		
		Package Size	Supported Unity Versions	
		Size: 1.96 MB (Number of files: 177)	4.7.1 or higher	
		Purchased Date		
One package shown		August 21, 2020		-
Last update Dec 23, 00:22	C -			Download

Customizing the Game Manager



Grid Size

Controls the dynamic cells generator, by default is set to 4,4

Winning Value

The value that a cell should have to pop up the finish screen

Colors

Colors of the cells levels, each include a color for the text and another one for the background

Input Type

Controls how the game will handle input from the user, which includes: **Keyboard:** wasd or arrow keys **Swipe:** supports both touch screens and mouse input

Hint, Finish, and Game Over texts

Used to display the text by code for each screen

Changing Audio Clips

All the audio clips can be changed from the Game Manager

Adding Music

• Add a clip to the AudioClip in Music gameobject, if you don't then nothing will happen



Included Scene

The Main Scene

• The "Game" scene includes a game-ready level which is properly set up for you, just open this scene and then customize at as you would like.

IntenseNation \rightarrow 2048 \rightarrow Scene \rightarrow Game

- Select and open the Game scene
- Press play to showcase the game in action

Notes

- For more detailed documentation of how the code works you can check out each script included in the asset
- To open the main scene. Go to IntenseNation \rightarrow 2048 \rightarrow Scene \rightarrow Game

Need More Support?

Join the community

Reddit: <u>https://www.reddit.com/r/IntenseNation</u> **Discord:** <u>https://discord.gg/Hw2QfGM</u>

Follow on Social Media

Twitter: https://twitter.com/NtenseNation Tumblr: https://www.tumblr.com/blog/intensenation Mastodon: https://www.tumblr.com/blog/intensenationstudio Mastodon: https://mastodon.gamedev.place/@intensenationstudio LinkedIn: https://www.linkedin.com/company/intensenation