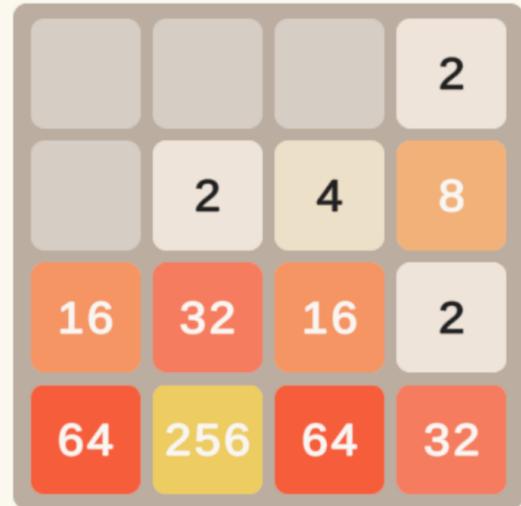# 2048
COMPLETE PROJECT

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
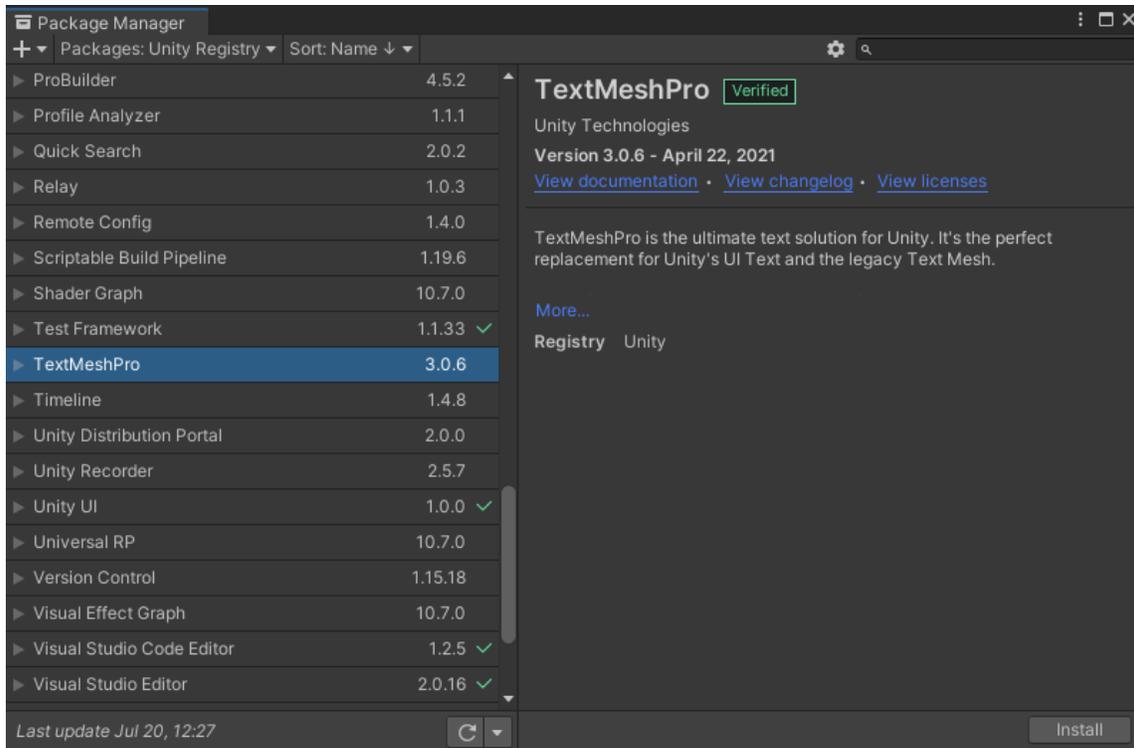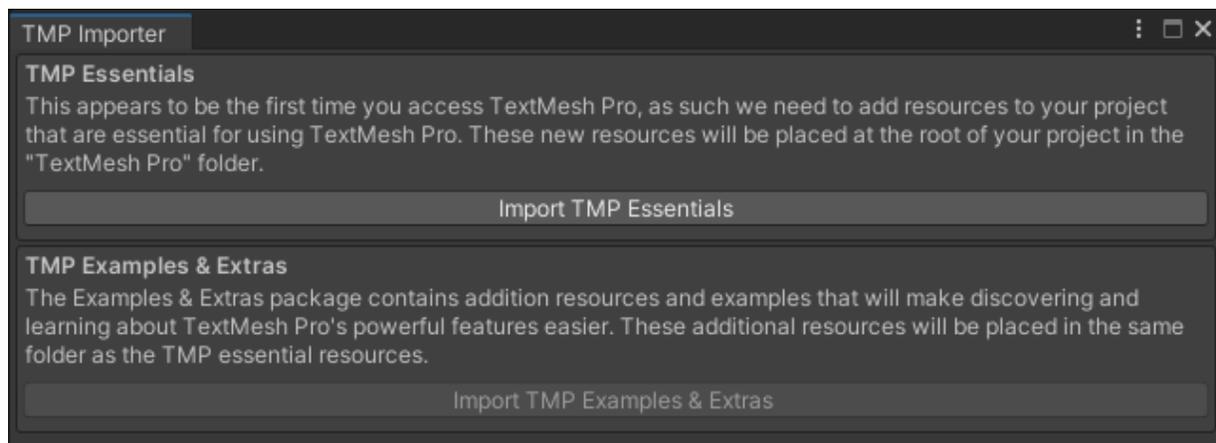
Contents

Setup Guide:

Installing Dependencies

• Import the 2048: Complete Project package

• Install TextMeshPro (if not installed)

• Import TMP Essentials

• Install LeanTween

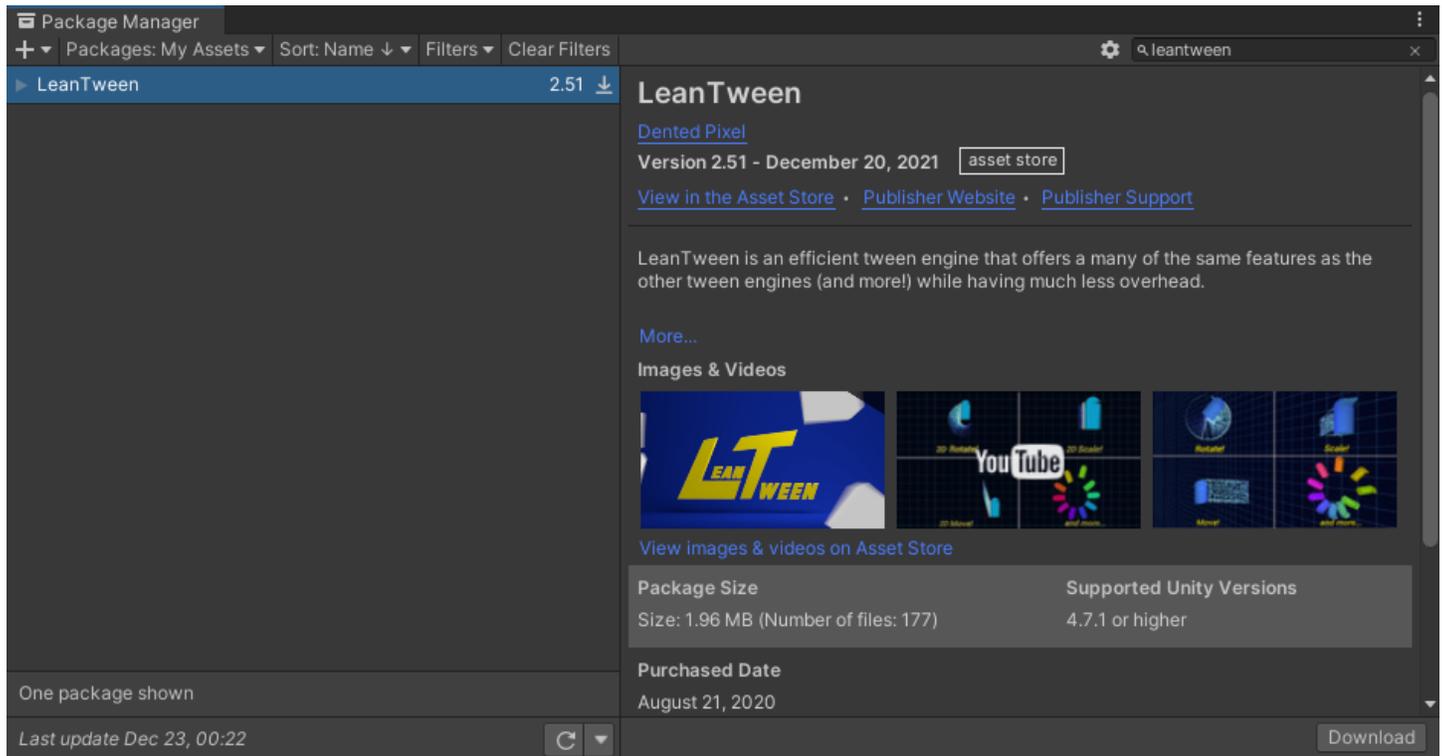Link: https://assetstore.unity.com/packages/tools/animation/leantween-3595

Step 1: Head to the Unity Asset Store and click Add To My Assets
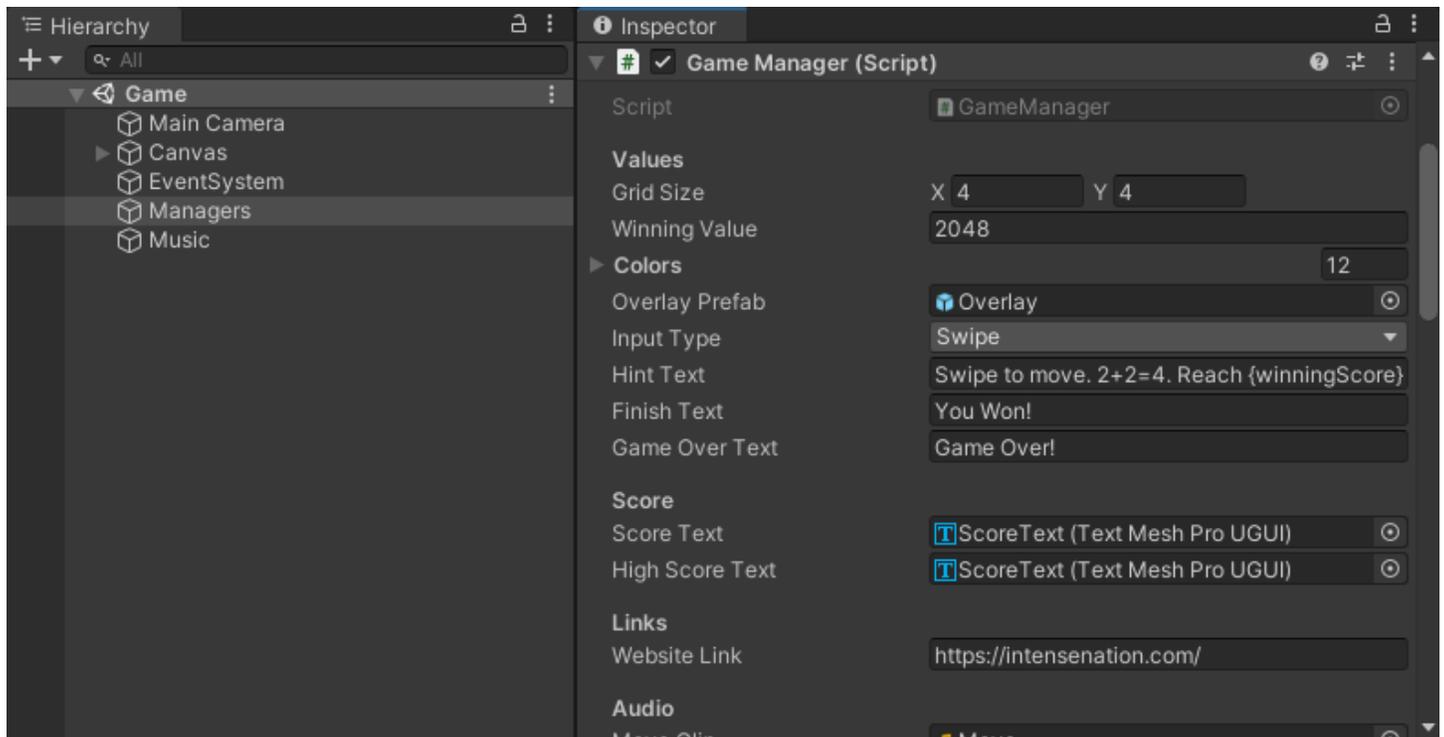
Step 2: Click on Open in Unity

      OR

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

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

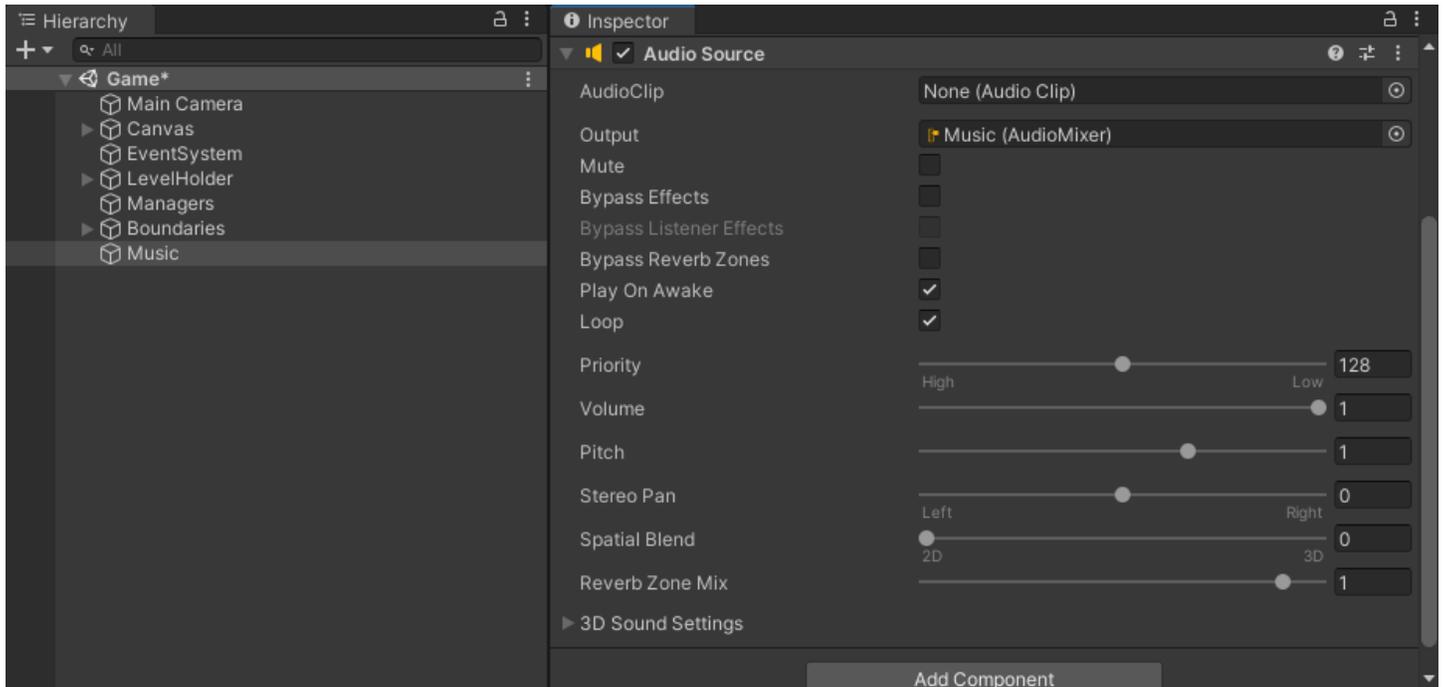## Hint, Finish, and Game Over texts

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 → 2048 → Scene → 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 → 2048 → Scene → Game

Need More Support?

Join the community

Reddit: https://www.reddit.com/r/IntenseNation

Discord: https://discord.gg/Hw2QfGM

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Twitter: https://twitter.com/NtenseNation

Tumblr: https://www.tumblr.com/blog/intensenationstudio

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