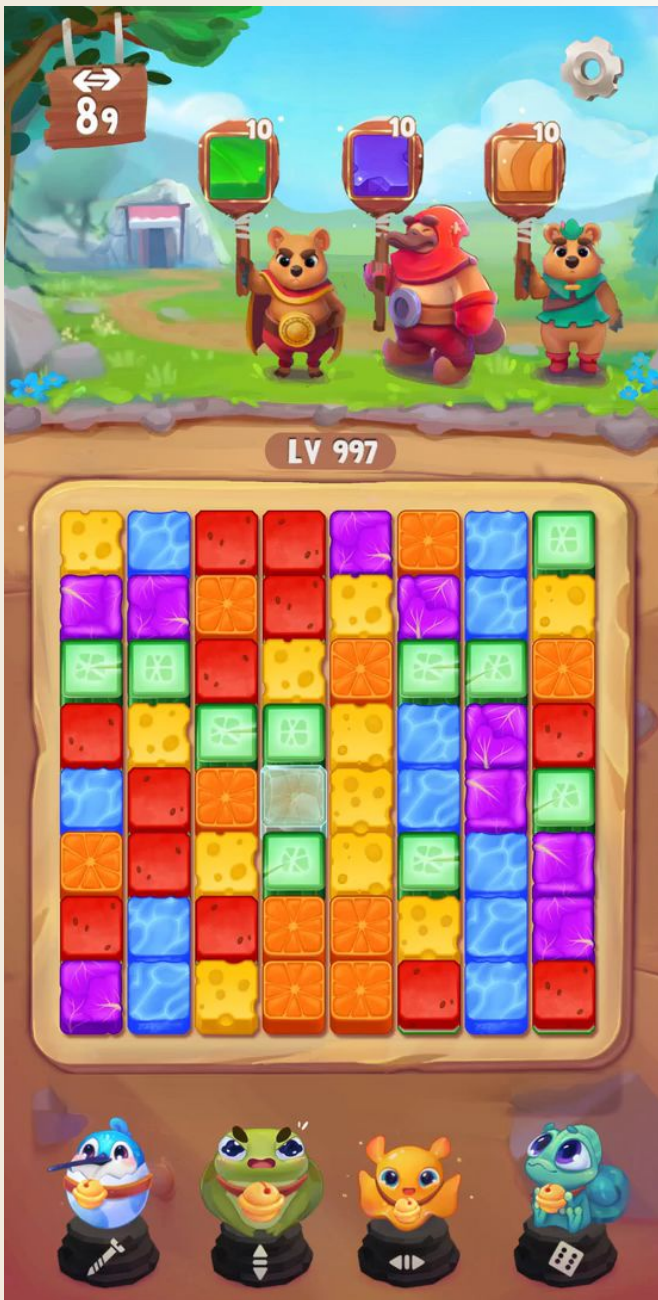


EFFECT LIST

THIS DOCUMENT LIST ALL THE EFFECTS CURRENTLY KNOWN WE NEED FOR OUR GAME.





WHAT IS AN EFFECT

EFFECT IS COLLECTION OF PARTICLES, MESHES, SHADERS, ETC. WE ARE WORKING ON SOMETHING WE CALL A “VFX TOOL” WHICH WE USE TO CONTROL THESE DIFFERENT ELEMENTS. BASICALLY, IT’S STANDARD UNITY TIMELINE TRIGGERED ON AT SPECIFIC EVENT. EVENTS WE TRIGGER MAY VARY, BUT THESE WOULD BE THE COMMON ONES.

- » **ON MOVE**
TRIGGERED WHEN BLOCK IS REMOVED.
- » **ON DESTROY**
TRIGGERED WHEN BLOCK IS CREATED OR MERGED INTO ABILITY.
- » **ON CREATE**

ELEMENT TYPES

GAME HAS THREE MAIN ELEMENTS.

» **BLOCKS**

» **BOOSTERS**

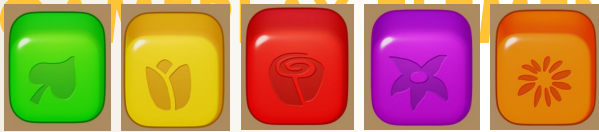
» **POWER UP**

EACH OF THESE WILL REQUIRE EFFECTS.



BLOCKS

THE GAME HAVE BLOCKS WHICH ARE SO CALLED COMMON BLOCKS. THESE BLOCKS ARE THE BASIC GAMEPLAY ELEMENTS.



GAME ALSO HAVE SPECIAL BLOCKS. WHERE BLOCK IS SOMETHING DIFFERENT TO VARY USUAL COMMON BLOCKS. SPECIAL BLOCKS ALSO TEND TO BEHAVE BIT DIFFERENTLY ON GAMEPLAY.



POWER UPS

PLAYER CAN MERGE BLOCKS TO CREATE A POWER UP. WITH A POWER UP PLAYER CAN DESTROY BLOCKS WITHOUT THEM BEING CONNECTED. THERE ARE THREE POWER UPS

» BOMB

» ROCKET

» DISCO BALL



BOOSTERS

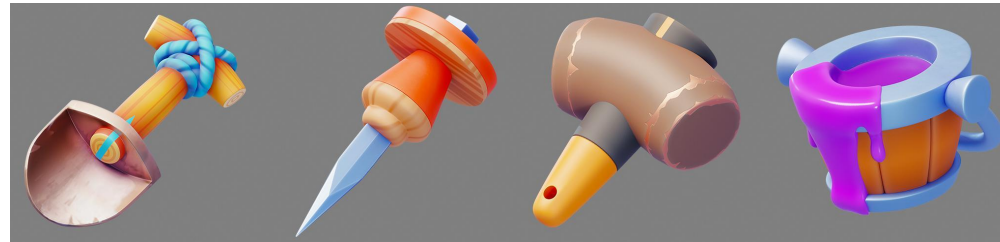
GAME ALSO OFFER BOOSTERS. THESE ARE SPECIAL ACTIONS WHICH DOESN'T COST A MOVE. EACH BOOSTER DESTROY BLOCKS WITH CERTAIN RULES AND BOOSTER CAN BE ACTIVATED AT ANY TIME IF PLAYER HAVE THEM IN THEIR INVENTORY.

» SHOVEL

» CHISEL

» HAMMER

» BUCKET



BLUE BLOCK



BLOCK IS DESTROYED WHEN IT'S MERGED WITH NEIGHBOR BLOCK(S).

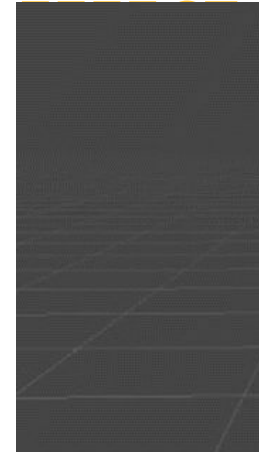
REQUIRED EFFECTS:

MOVE EFFECT



**VISUAL
TARGET**

DESTROY



**CURRENT
EFFECT**



YELLOW BLOCK



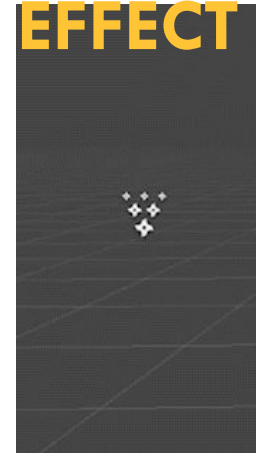
BLOCK IS DESTROYED WHEN IT'S MERGED WITH NEIGHBOR BLOCK(S).

REQUIRED EFFECTS:

MOVE EFFECT



DESTROY EFFECT



CURRENT EFFECT



VISUAL TARGET



GREEN BLOCK



BLOCK IS DESTROYED WHEN IT'S MERGED WITH NEIGHBOR BLOCK(S).

REQUIRED EFFECTS:

MOVE EFFECT



DESTROY



**CURRENT
EFFECT**



RED BLOCK



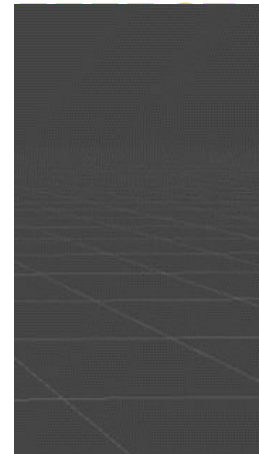
BLOCK IS DESTROYED WHEN IT'S MERGED WITH NEIGHBOR BLOCK(S).

REQUIRED EFFECTS:

MOVE EFFECT



DESTROY



**CURRENT
EFFECT**



PINK BLOCK



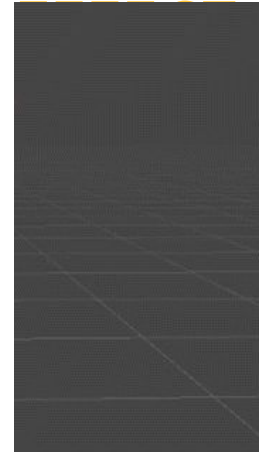
BLOCK IS DESTROYED WHEN IT'S MERGED WITH NEIGHBOR BLOCK(S).

REQUIRED EFFECTS:

MOVE EFFECT



DESTROY



**CURRENT
EFFECT**



ORANGE BLOCK



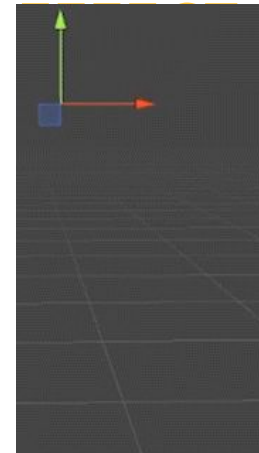
BLOCK IS DESTROYED WHEN IT'S MERGED WITH NEIGHBOR BLOCK(S).

REQUIRED EFFECTS:

MOVE EFFECT



DESTROY



CURRENT EFFECT



SPECIAL BLOCK - JUICE



CONCEPT

BLOCK IS DESTROYED WHEN BLOCKS ARE MERGED NEXT TO IT.

REQUIRED EFFECTS:

DESTROY



SPECIAL BLOCK - FLOWERPOT



CONCEPT

BLOCK IS DESTROYED WHEN THE FLOWERPOT REACH THE BOTTOM.

REQUIRED EFFECTS:

MOVE EFFECT



DESTROY EFFECT



SPECIAL BLOCK – FLOWERPOT CREATE



ROUGH
IDEA

SAME AS FLOWERPOT BUT BIGGER.

REQUIRED EFFECTS:

MOVE EFFECT



**DESTROY
EFFECT**



SPECIAL BLOCK – BUBBLE



ROUGH
IDEA

MATCH BLOCKS INSIDE THE BUBBLE TO POP IT.

REQUIRED EFFECTS:

DESTROY



SPECIAL BLOCK – CREATE



ROUGH
IDEA

MAKE MATCH NEXT TO IT TO DESTROY PART OF IT.

REQUIRED EFFECTS:

DESTROY EFFECT MULTIPLE



POWER UP – ROCKET



WHEN ACTIVATED ROCKET WILL SHOOT FORWARD AND BACKWARDS GOING THROUGH ENTIRE COLUMN OR ROW. REQUIRED EFFECTS:

CREATE



VISUAL TARGET

ACTIVATE



POWER UP – BOMB



BOMB EXPLODE, DESTROYING BLOCKS AROUND IT.

REQUIRED EFFECTS:

CREATE



ACTIVATE



**VISUAL
TARGET**



POWER UP – DISCO BALL



DESTROY ALL BLOCKS WITH CERTAIN COLOR.

REQUIRED EFFECTS:

CREATE



ACTIVATE



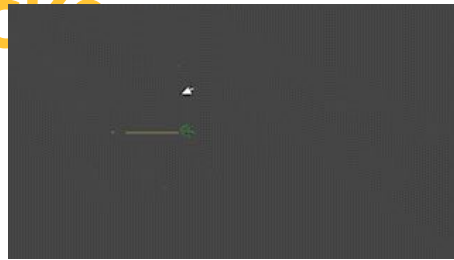
BOOSTER – CHISEL



CHISEL REMOVES AN ENTIRE ROW.

REQUIRED EFFECTS:

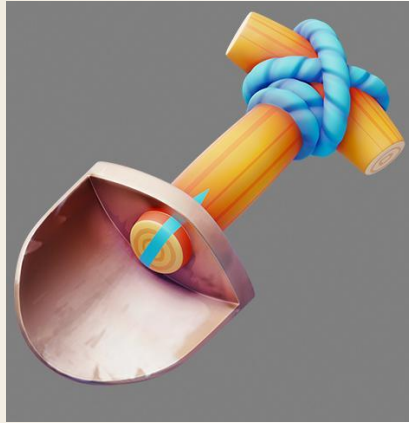
EFFECT WHEN CHISEL MOVES THROUGH



**CURRENT ANIMATION
AND EFFECT**



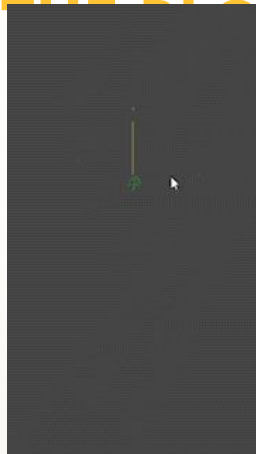
BOOSTER – SHOVEL



SHOVEL REMOVES AN ENTIRE COLUMN.

REQUIRED EFFECTS:

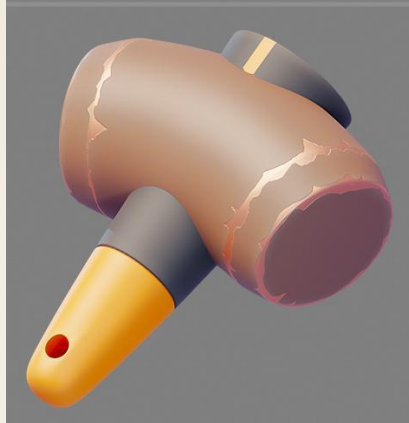
**EFFECT WHEN SHOVEL MOVES THROUGH
THE BLOCKS**



CURRENT EFFECT



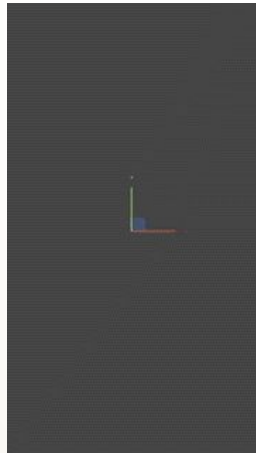
BOOSTER – HAMMER



HAMMER REMOVES THE SELECTED BLOCK.

REQUIRED EFFECTS:

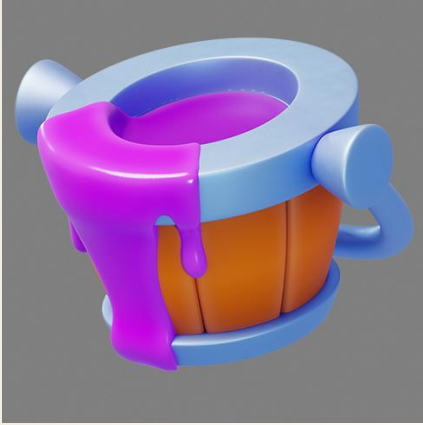
EFFECT WHEN HAMMER HITS THE BLOCK.



CURRENT EFFECT



BOOSTER – PAINT BUCKET



RE-RANDOMIZE ALL BASIC BLOCK COLORS.

REQUIRED EFFECTS:

EFFECT WHEN BUCKET RANDOMIZES THE

