Cake

Description

Cake is a destructible 2×2 element consisting of 6 colored layers represented as candles (2 red, 2 green, 2 yellow). When all candles are lit, an explosion occurs that spreads across the entire field, removing one layer from all elements and destroying match items (chips).

Specifications

- Size: 2×2.
- Number of layers: 6.
- Layers with conditions: 6 colored layers in the form of candles - 2 red, 2 green, 2 yellow.

Damage

The cake takes damage in the form of candle lighting progress. The goal is to light all 6 candles: 2 green, 2 yellow, and 2 red.

1. Damage from matches

- If a match of a certain color is made next to the cake, one candle of the same color is lit.
- Example: a match of red chips next to the cake lights one red candle.
- If the candles of the selected color are already lit (both), additional matches of this color next to the cake do not cause the cake to progress.

2. Damage from power-ups and in-game boosters

- If the power-up effect hits the cake when activated, it can light one random candle (from those not yet lit).
- The element takes damage from in-game boosters.

3. Completing progress

- When all candles are lit, the cake is activated (see "Description") and triggers an explosion effect across the field.
- The blast wave damage lights the candles on other cakes.

SFX/Haptics

- Vibration and sounds when the explosion is activated.
- Vibration and sounds when the element's state changes.

Other

- There can be several cakes on a level.
- Each cake progresses separately (lit candles belong to a specific cake).
- If a match occurs near several cakes at the same time, the progress is counted for each of these cakes (i.e., one match can light a candle on several cakes).

Links

- Official Match-3 Element Page:
  https://playrix.helpshift.com/hc/en/14-homescapes/faq/12108-cake/?s=parental-guide-1608768840&f=managing-in-app-purchases&l=ru&p=web
- Official Match-3 Element YouTube Video:
  https://www.youtube.com/watch?v=frw2i4iCA6Y&t=1s