
Slider puzzle tutorial

How to use your asset.

Step 1

Well, if you hate reading, just modify that object in your asset :D

If you want to made basic slider puzzle from scratch, read.

First thing what you need is create new object. Add create event and init your puzzle with one line of code.

```
puzzle_create(3,3,puzzle_1);
```

You can modify numbers and background name as you wish. But... Don't even try to make puzzle with 1000 pieces... My computer froze after that :D

Step 2

Create destroy event and game end event. In both write code :

```
free_grids();
```

That will prevent memory leaks :3

Step 3

Add alarm[0] event and write this :

```
score = 1;
```

This will tell the game, you solved that picture.

Step 4

And finally draw everything.

```
draw_puzzle();
```

```
draw_win_message_default();
```

You can use default draw win message script or just create new from script draw_win_message.
