Get my files, put them in a Folder. Load the Project, by going to File -> Load Project

What you are seeing is a game project. And you will see an empty scene.

First go to file -> Open Scene and load the Scene with the name ExampleOfMyCode

This is more or less what I have so far. Few things are missing in it of what I have done. Also a lot of functions and stuff is missing.

I will explain here what how and where is working.

What you see are some objects like BlueBallGLow and so on. The Blue objects are Prefabs. Please google what a prefab is. This is rather imported.

Blue Ball Object

When you click on the BlueBallGLow the incpector will show you all kind of attributes. One of them is the Look At Me Blue New Script. The other is the Electic_Liquid.

The first one is a script I have created myself. It takes care of spawning the Blue Ball in front of the Player. And after you come near to it and fixate it with your gaze, it respawns.

CATION: RESPAWN IS WRONG CODE

The other part (Electic_Liquid) is for the graphics.

If you do a double click on the script, the Mono developer will open where you will be able to see the code and my comments for it.

In general, you see the values of the public variables in the inspector. You can change them here, but it won't change in the script. If you change them in the script they might change in the inspector. Read about unity, it is tricky =) But imported. Also a variable can be a Game object or everything else. We will see later why this was imported for this demo.
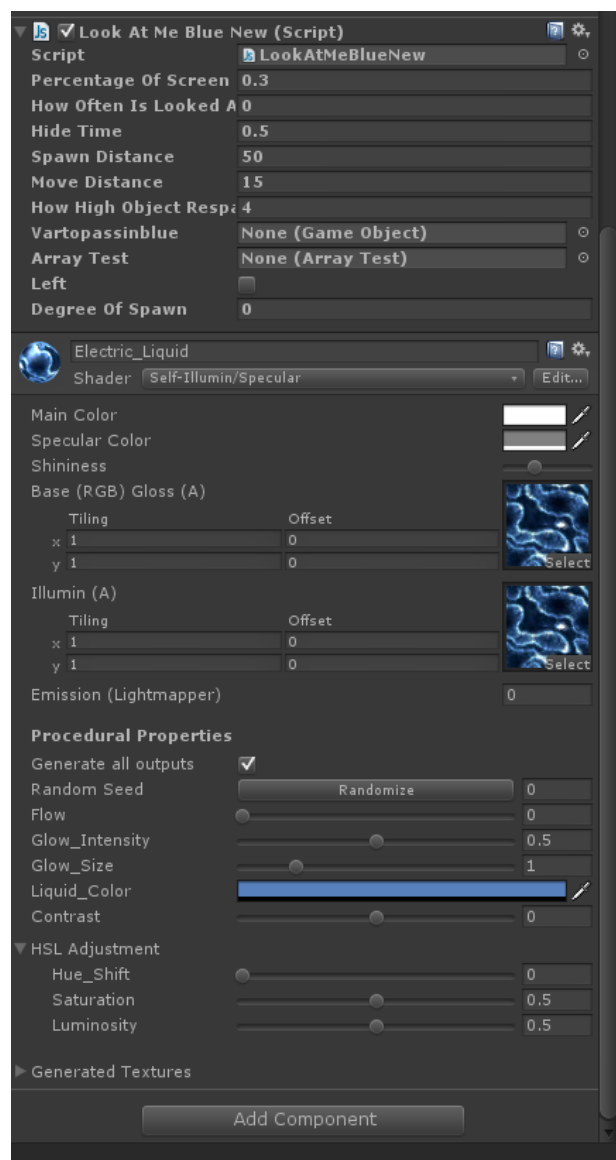
The Character

Here you see that the Character has two scripts attached, the ArrayTest and Record coordinates. They are both from me and Munis.

The first one generates an array of 120 values from 1 to 6 and that code whether the ball will spawn with 30 60 or 90 degree right or left.
This values is accessed by the Script from the Blue Ball.

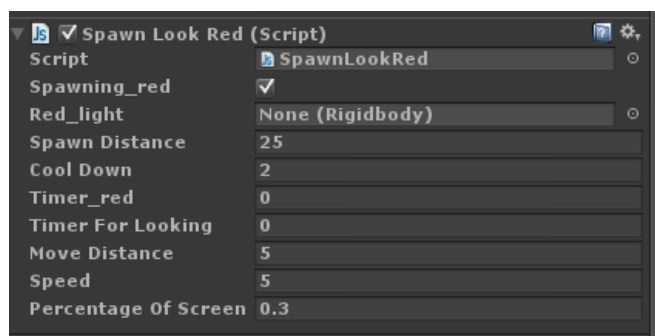The second script, the record coordinates is responsible for recording all the data.

CATION: NOT READY; MISSING THINGS: PROOF OF CONCEPT:
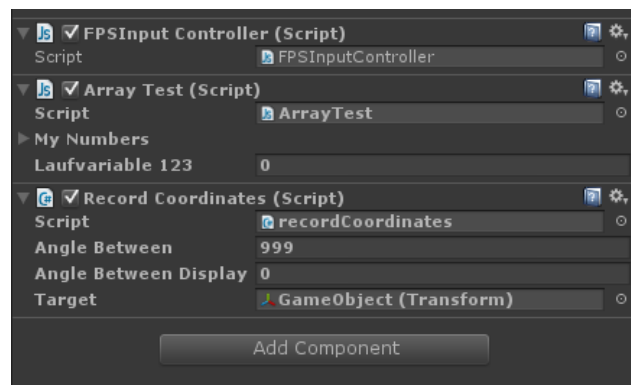
RedBall Glow

The script on the Red ball is responable for dealing with respawning the red ball, when you defeat it.

NOT READY: PROOF OF CONCPET: IN GENRAL WORKING: THINGS MISSING

The StartPoint is an empty game object that is on the place where the player starts from. It is drag and drop putted on the Record Coordinates Script attached to the Player.
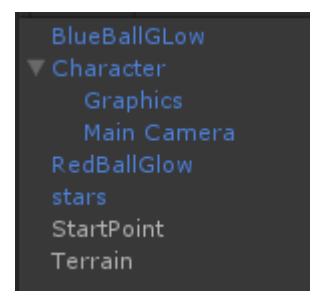
This is just a small description, so I can finally send everything around. I am sorry it is not very long. And my code is also slightly messy. But at least it is a nice example I guess for what we need.

There are a lot of things to do. You got recently a Google Spreadsheet with tasks. We will soon talk about everything. Do as much as you can on your own. Figure out unity and how stuff works. Good luck =)

And remember, in the best case scenario is everything written in c sharp