I made Ball-Blast game.

It contains physics mechanics the thing which depict nature aspect and we mimic real scenarios. I want to learn and practice physics mechanics working that is the reason why I am choosing this game.

Hurdles:

1. In set-up ball physics correctly.
2. Randomize ball spawning.

Prototype includes the following:

1. Core Mechanic
2. Player Input and Movement
3. Ball Physics and Ball Health

Additional Features:

1. Multiple scale ball spawning.
2. Multiple coloured ball spawning.
3. Material with Texture <ball>
4. Game Over State.
5. Game Restart State.
6. Calculate Player Health.
7. Player Health display with Image setting.
8. Player Score <how many balls are destroyed by player>