Stunt Crasher by BoneCracker Games

All scripts are commented with detailed information.

C_API.cs

API for saving currency and unlocking new levels at runtime with one line of code.

C_AudioSource.cs

Creates new audiosource with specified settings.

C_Camera.cs

Player camera that follows player vehicle with desired settings.

C_CarController.cs

Main car controller with everything.

C_Finisher.cs

Finish trigger of the level.

C_GameManager.cs

Game manager. Controls overall behavior of the scene. Spawns player vehicles, controls UI, calculates score, etc...

C_InputManager.cs

Input manager. Gets input from axis or UI button. C_CarController is using "motorInput" variable in this script.

C_Launcher.cs

Launch position. Create a trigger collider and attach this script. Calls "Launch()" method in C_GameManager script when player triggers with it.

C_Obstable.cs

Obstacle script with score, name, etc...

C_PlayerVehicles.cs

All selectable vehicles are stored here with their prices.

C_Settings.cs

All shared general settings, resources, first time setups, etc...

C_Skidmarks.cs

Main skidmarks manager.

C_UIController.cs

UI input (float) receiver from UI Button.