

# 2D Colors Ball



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# Gameplay

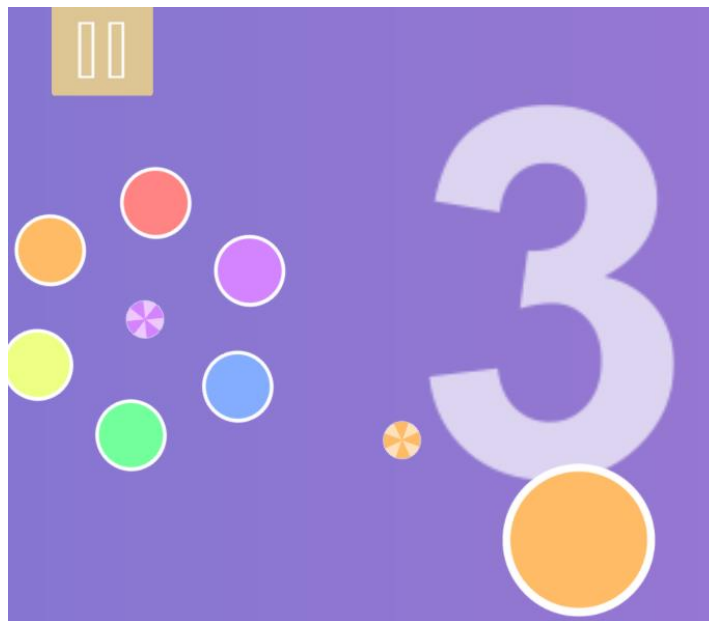
## ***Simple :***

Throw the ball to the enemy. Each time you kill one, it gets faster.  
All the bad circle will be red and the main ball will be White, because there are no restriction. So you just throw ball at them.



## ***Random Colors :***

There are color balls around the main one, you must click on the right color then send the main ball against the circle with the same color. If you a hit a enemy circle with a wrong color, it will be faster. I don't think you can miss 2x time a row.



### ***Colors Fall :***

The main ball doesn't have a color. It must go through a colors fall.

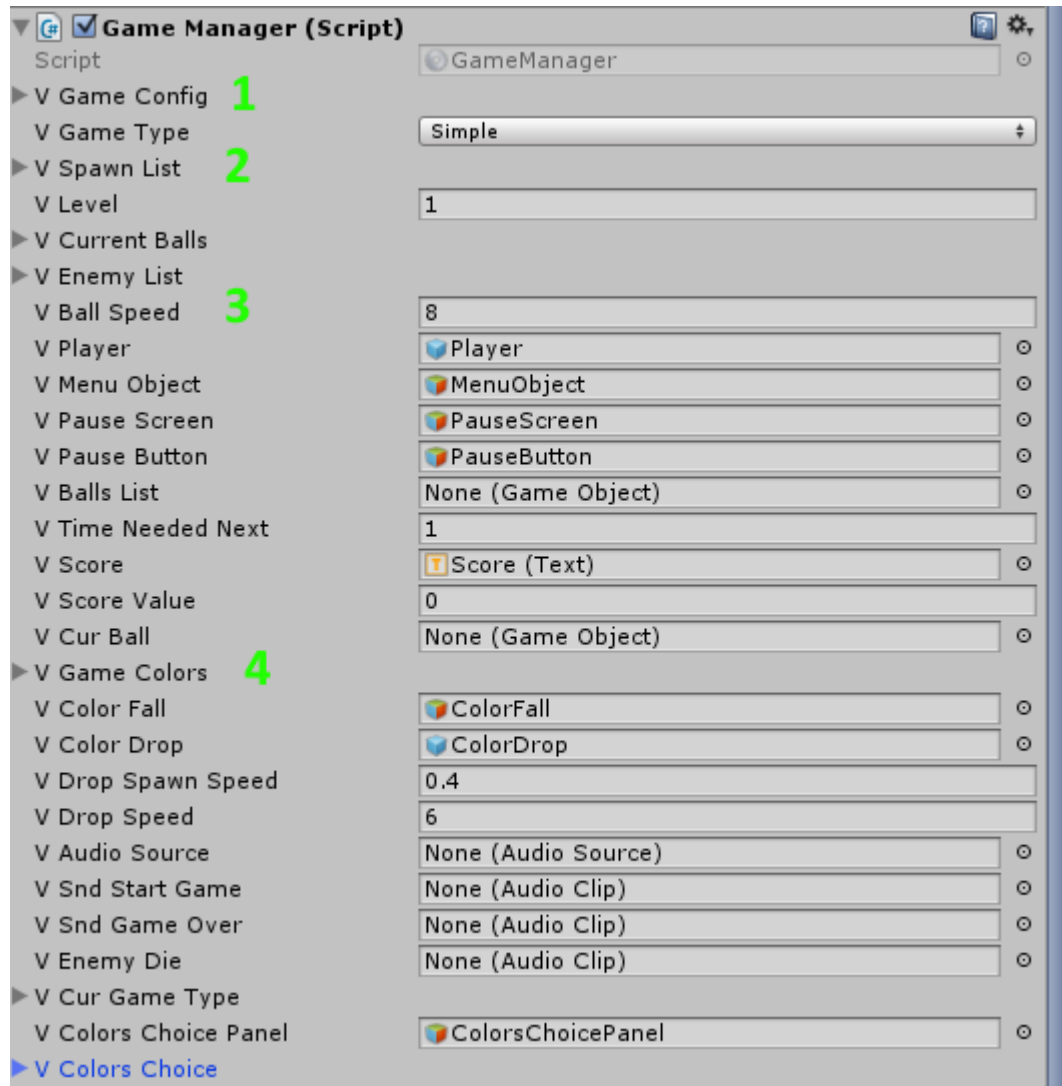
Be patient to send it on the right color or it won't match the enemy on the other side!

Also, in this mode, there is an advanced enemy which has 2x armor.

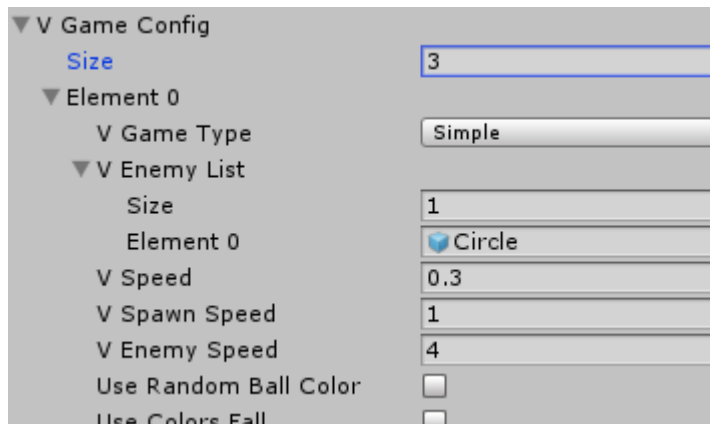


# Game Manager (script)

Here is what it look like. I will explain everything from that script after.



**1 - VGameconfig** : contains all the game mode. If you want to add a new one, you will have to increase the size to 4 then on the last one, select the appropriate VGameType.



**vEnemyList** Contains all the enemy fabric which will be used for that mod.

**vSpeed** Each time you kill a enemy circle, it will increase it's movement speed.

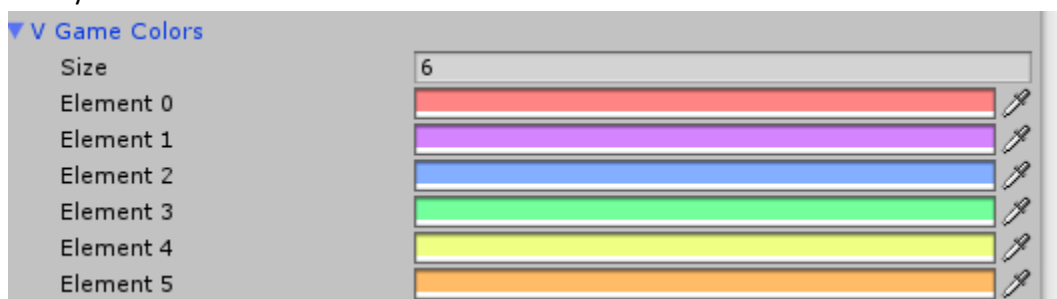
**vSpawnSpeed** Waiting time to spawn new enemy.

**vEnemySpeed** Speed for the enemy spawned in this mod.

**2 - vspawnlist** : Each time we spawn a new enemy, the enemy will be in that list so we it can be deleted when we wipe the level.

**3 - vballspeed** : you can setup the speed of the ball.

**4 - vGameColor** : Curenlty, the game use 6x color. You should not add or remove color, BUT you can change it like you want. It will change the color of the balls, the colors fall or the enemy. All of them are linked to this variable.



**Other** : All the other are only used for the game play. You can modify them for the look or attach them to your new gameobject.



# Credit

Music (or Sound Effects) by Eric Matyas

- Trashy Alien

[www.soundimage.org](http://www.soundimage.org)

