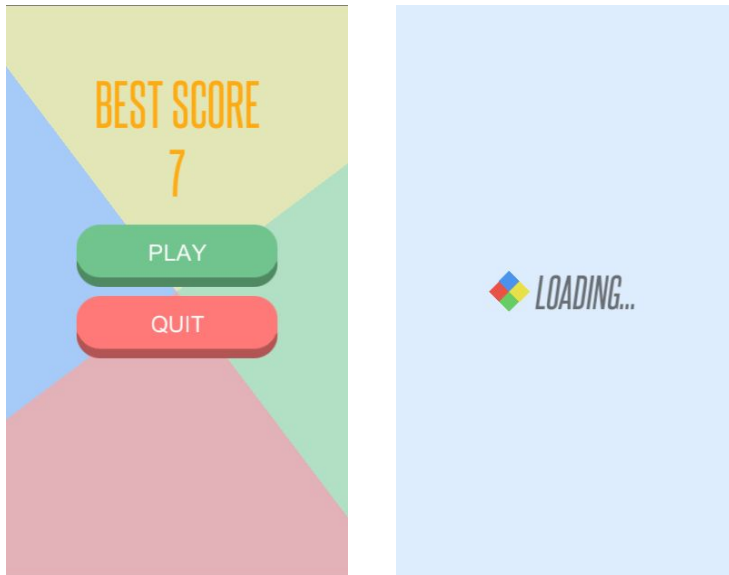


Color Sides 2D

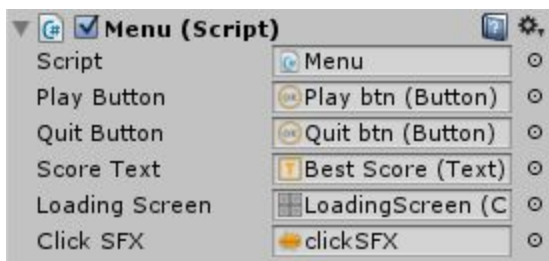
(UI based game)

Color Sides is reaction based 2D arcade game. The game is developed using only UI system.

1. MAIN MENU.



Menu.cs



Play Button - UI button to load game level.

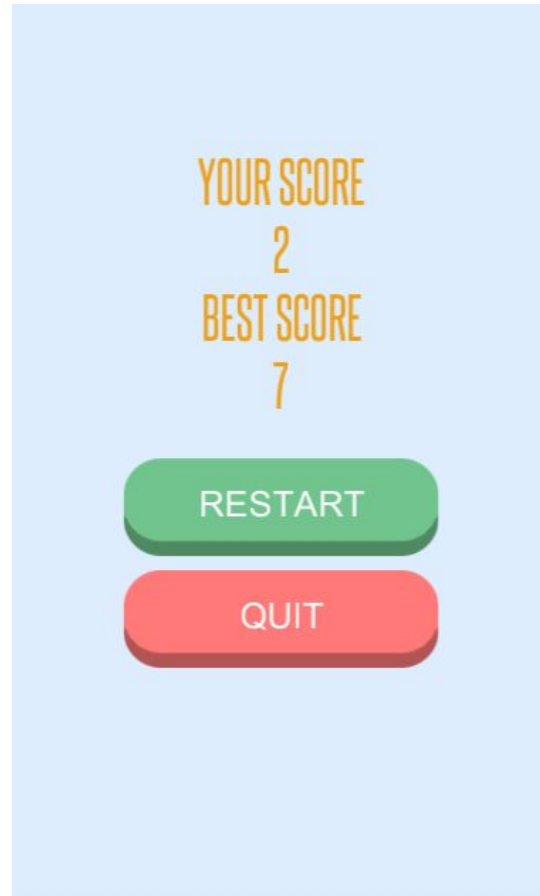
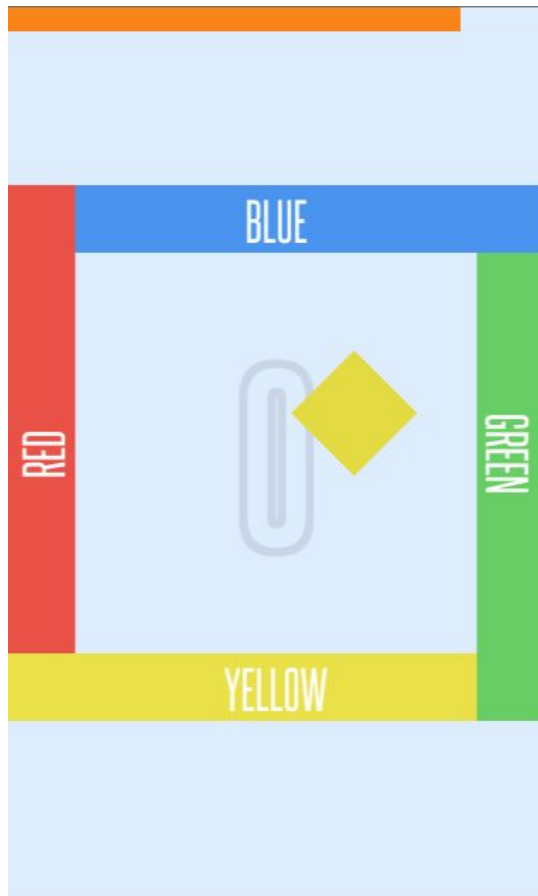
Quit Button - UI button to exit game.

Score Text - UI text to display best score.

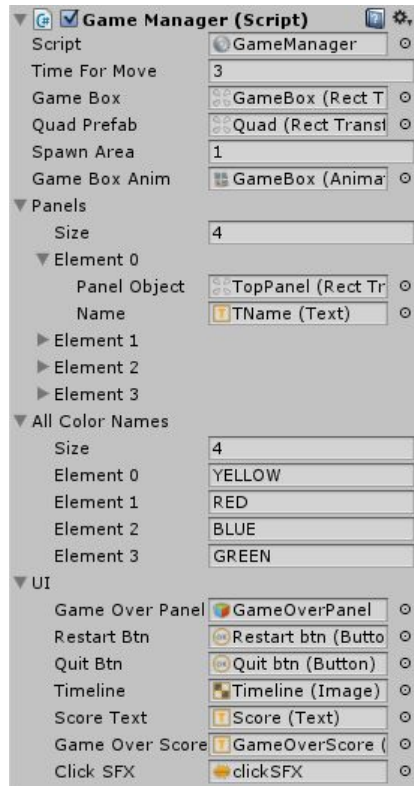
Loading Screen - Loading screen UI object with Canvas Group component.

Click SFX - Buttons click sound effect.

2. GAME.



Game screen is done with UI images. 4 colored panels creates a box. Movable object spawning in this box. Player need to drag this object to the side with name of object color. Color names are always random.



GameManager.cs

Time For Move - is a time in seconds before player should make a decision on which colored side to move object.

GameBox - UI object which holds all gameplay elements(colored panels, score text, also movable quad is spawning as a child of it.).

Quad prefab - Movable quad prefab.

Spawn Area - Spawn radius for random positioning.

Game Box Anim - Animator component attached to the GameBox object. We use it to play gamebox creation animation at start.

Panels - Class that holds colored panels components (rectTransforms, UI text for name displaying).

All Color Names - is a string array for color names.

UI - Class that holds user interface objects.

Game Over Panel - Panel with game over UI.

Restart Btn - UI button to restart game after losing. (part of game over panel).

Quit Btn - UI button to exit game (part of game over panel).

Timeline - Filled UI image to visualize Time For Move

decreasing.

Score Text - UI text for score displaying.

Game Over Score- UI text for display current and best score after game is over (part of game over panel).

Click SFX - Buttons click sound effect.



MovableQuad.cs

Quad Types - Array of quad settings class. Contains colors and color names (must be the same as **All Color Names** in **GameManager** script). Every time after respawning MovableQuad will choose random parameters from this array.

Win SFX - win sound effects.

Lose SFX - lose sound effects.