

Space Tower

Touch the screen to drop the block. Line up blocks carefully at top of each other on order to get as much score as possible. Once the stack collapses the game is over.

How to use this project?

Just open the “Game” scene from the “Scenes” folder and whole game will be ready for you.

Scripts

If you need to edit/change some code here is what you need to know about scripts:

- CameraPosition.cs - This script is attached to the main camera and it is used to increase its position as the stack height increases
- CreateNewSquare.cs - This script is used to create a new square at the start of the game or when previous square is dropped
- DropTheSquare.cs - This script is attached to each square game object and it is used to drop the square when player clicks the mouse or touches the screen
- GameOver.cs - This script is attached to the "BottomPlatform" and "BottomColider" game objects and it is used to show game over menu when square falls off the stack

- SquareAppearingAnimation.cs - This script is used to create a simple zoom in animation when square appears on the screen
- SquareMovement.cs - This script is attached to each square and it is used to move the square left and right on the screen
- SquarePositioned.cs - This script is attached to each square game object and it is used to checked if the square is correctly position at the top of the other square
- Stats.cs - This script is attached to the “StatsMenu” game object and it is used to show stats data inside that menu
- StackMeasurementAnimation.cs - It is used to create an animation when the ruler appears on the screen
- TittleAnimation.cs - Used to create a simple zoom in-zoom out animation on the tittle in the main menu
- UserInterface.cs - Used for navigation through the different menus
- Vars.cs - Used for static variables