How to make a game :
Color Splat

Divide and conquer

First thing is to break the problem down into smaller and smaller pieces. These smaller pieces are then recombined into a solution to the problem.

Let's devide our problem into 4 principale problems :

1 Generate level

2 Get swipe direction

3 Move the ball to target

4 Paint the path (road)

1. Generate level :
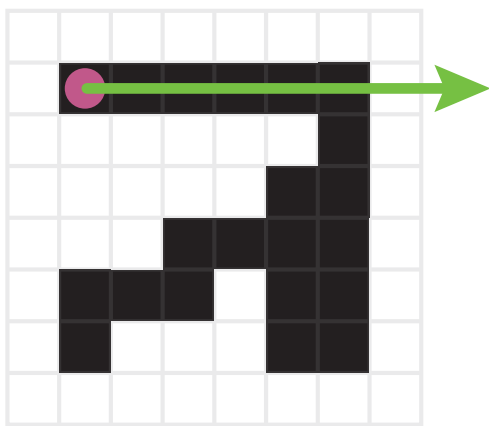
Generate level from a texture :

8 x 8 texture

Wall tile (prefab)

Road tile (prefab)
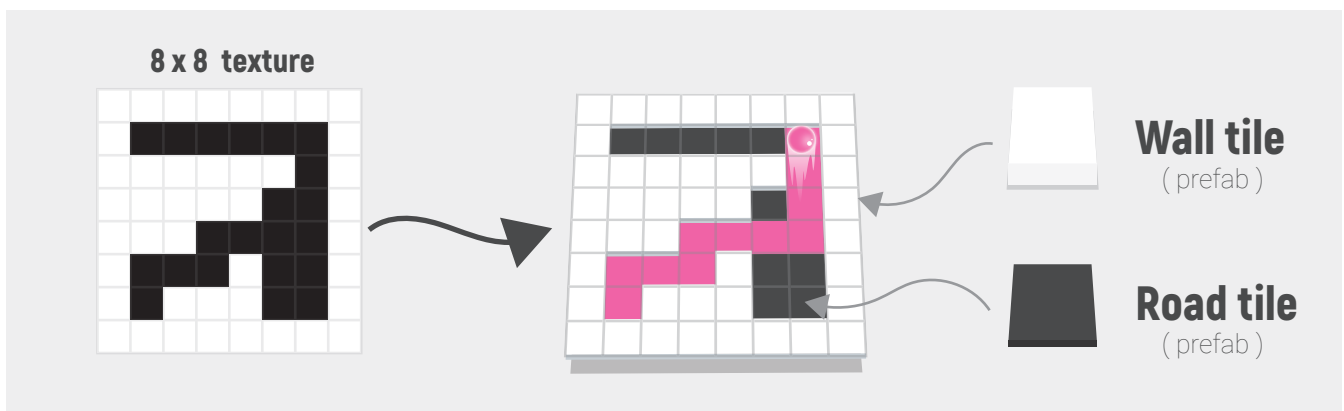
2. Get swipe direction :

Watch video tutorial :

https://youtu.be/g0GmovbaCRE

3. Move the ball :

3.1 Get target position :

1. add a **Raycast** in the swipe direction

2. get array of hit objects

3. get last road tile position

3.2 Move the ball :

4. paint the path :

Change RoadTile's material color