Thanks for installing the asset!

Briefly about the purpose of each script:

1. Arrow — changes the direction of movement of the light cycle after clicking on the arrow;

2. CrashController — tracks collisions with a light trail;

3. GameManager — controls other game functions;

4. Move — responsible for the smooth slopes and movement of the light cycle;

5. TrailLine — draws a light trail behind the light cycle;

6. TrailPhysics — endows the light trail with physical interactions with it.

All blocks in scripts are commented out, so I think there will be no problems. Otherwise, write to the mail isleofassets@gmail.com

Please do not forget to rate this asset in the Asset Store! :)