

Bricks Breaker HD

its the example of the famous bricks breaker game, just to learn how to develop one. This game has a menu and a gameplay with two levels designed. It includes the following :

1. art
2. audio
3. font
4. scenes
5. prefabs
6. scripts

Scripts Descriptions :

1. Ball Script : it has the functionalities for ball AI. Ball and different ball power's prefab are created in prefab folder and that can be drag and dropped in the public data members of Ball class. This class also contains the function for generating the next level which is connected to BrickInitiation Script. You can make your own prefab for ball and powers and add them to script
2. bottom Script : this script is used for destroying balls and powers which hit the ground.
3. BrickInitiation Script : this script set the prefabs to instantiates the the different levels, you can add more functions for more levels.
4. laser Script : this scripts is attached on laser prefab to destroy them when they reach top of screen.
5. mainGUI Script : Contains the GUI function for creating the buttons for main menu and to set some initial prefabs before starting the game.
6. bricktrigger Script : As the name, it is attached to every brick in the prefabs of levels and it has trigger function which destroys the laser fall on bricks and destroys the game object (bricks) also.
7. PauseMenu Script : Simple Pause menu GUI is created using the GUI Buttons.
8. Player Script : this is the main script of the game which includes functions for player(paddle) control, controls for use of powers and GUI of game over which is also included in "bottom" Script.

Levels in this game are custom made using the bricks given in the art folder. you can create your own level as shown in prefabs folder and add it to project to check if its working fine.