

Finger Football

Drag the finger on the screen to aim, release the finger to shoot the ball.

Level is completed once the ball enters into the goal. Try to complete all 51 levels.

How to use this project?

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

Scripts

- BallCollision.cs - Used to detect when the ball collides with the object or enters the collider that is set as trigger
- BallRotationAndShooting.cs – Used to rotate the ball in a direction where the player touches the screen, and to shoot the ball when the player releases the touch.
- CameraSize.cs – Used to set the camera's orthographic size to fit each screen aspect ratio
- InstantiateBall.cs - Used to instantiate new ball when player touches the screen, or ball goes off the screen
- MainMenuBallLaunch .cs - This is used to launch the ball inside the main menu
- Menus – Used for navigation through the different menus
- MenuTransitionAnimation.cs – Used for fade in – fade – out animation while navigation through the different menus
- Playtime.cs – Used to calculate playtime that will be shown in the stats menu
- RotateObstacle.cs – Used to make obstacles rotate
- ShowCurrentLevelNumber.cs – It will zoom in-zoom out level number at the beginning of the level
- SlowDownTheBall.cs - This is used to slow down the ball when it enters into the Goal
- Stats.cs – Used to show all the stats in the stats menu
- TextMeshSortingLayer .cs – Used to change the sorting order of a Mesh Renderer
- TittleAnimation.cs – Used for title animation in main menu

- `UnlockLevel.cs` – It is used in the level select menu to unlock all levels that user has completed plus the next one.
- `Vars.cs`– Used for static variables.