Rolling Maze

Rotate the maze to move the balls out of it.

Game is ready for release. Currently have 51 level, it is very easy to edit and add new levels.

How to use this project?

Just open "mainMenu" scene from "Scene" folder and whole game is ready for you.

Scripts

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

- BallLogic.cs – Detects when ball falls out of the level and increments score points by 100.
- GameMenus.cs – It is used for navigation through different menus.
- LevelEnd.cs – It is used to detect how many balls are out of the maze. If all of the 10 balls are out, it will show "level completed" menu.
- LevelEndTimer.cs – 5 seconds timer in case that less then 10 balls are out of the maze.
- LevelRotate.cs – It is used to rotate level using the mouse or finger on mobile devices.
- LevelSelectButtonStars.cs – It is used to show unlocked stars on each level in "level select" menu.

- PlayButtonAnimation.cs – Zoom in and zoom out animation on the play button in the main menu.
- ScoreCounting.cs – It is used for counting the score on the end of the level
- Sound.cs – it is placed on "Sound" game object in scene hierarchy and it is used to keep that game object on the scene whole time.
- StarFrame.cs – It is used at the end of the level to show simple animation when star is unlocked
- UnlockLevel.cs – It is used in level select menu to unlock all levels that user has completed plus the next one
- Vars.cs – Used for static variables.