MonoPong (a Unity Asset)

by Justin Garza

Introduction

Hello Thanks for purchasing this product.
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Description

Pong, designed for one player.
APK can be downloaded **here**.

Features

20 different racket sizes
Tracks best score
Code Comments
...Reach out to me to request new features!
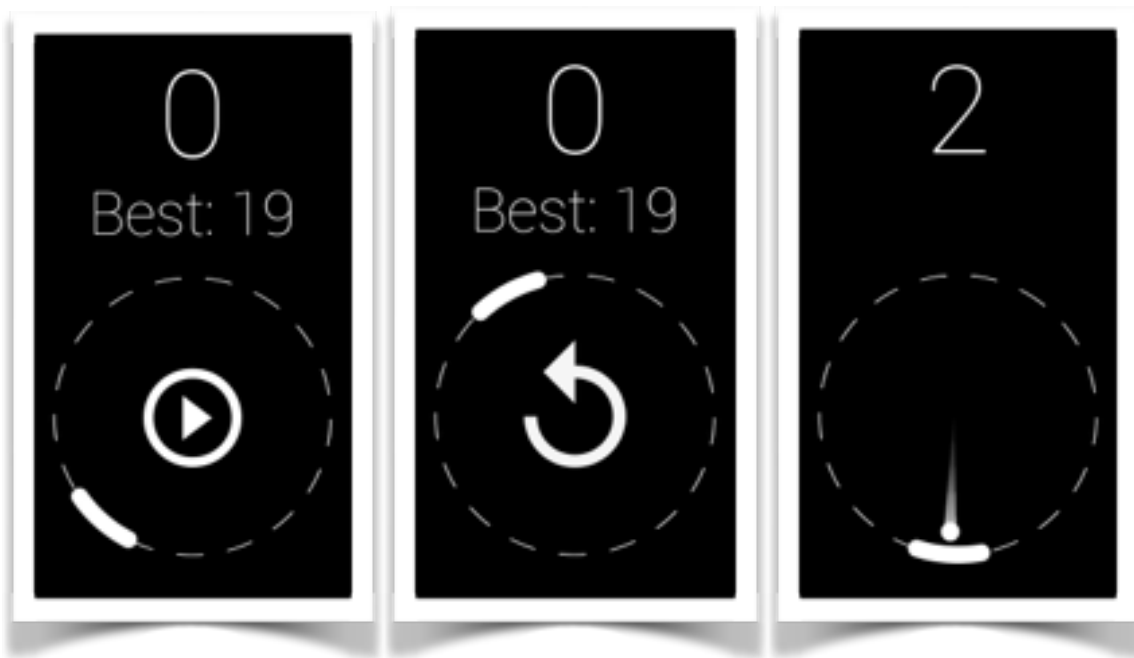
Table of Contents

Overview

Just a simple single player version of the classic game of Pong.

The game has two states, Idle and Playing.
During Idle the Play/Restart button will be displayed along with the Best score.
During Playing a ball will be generated, the player must keep the ball inside the circle by moving the racket.

The Scripts

Below is a list of the scripts, and a description of what they do.

ColorizeBall.cs
This Script changes the Ball color after each collision. Please play using the MonoPong_Colorized scene to see this script in action.

DestroyAfter.cs
Destroys a the GameObject it is attached to after time. This script is only used for particle system objects.

GameManager.cs
This Script manages the states of the game, records the score, and resets the game before each try. This script also controls the GameTypes. Note: The three games types are CollisionResize, PlusMinusBalls,NoResizing.

> CollisionResize: this will reduce the length of the racket for each point scored.
> —resets size for each life.
> PlusMinusBalls: this will create PlusBalls and MinusBalls during the game.
> —if the racket touches one it will grow or shrink in size.
> —resets for each game.
> NoResizing: the racket will not resize during game play.

GameTypeButtonScript.cs
This Script can change the GameType when button is pressed.
The icon will also change, and a message will be created.

MoveBall.cs
This launches the ball, increments the score, and manages the speed/velocity of the object to make sure the ball doesn't stop.

RacketController.cs
This script controls the Racket using the mouse position/touch position.

ReSizeBall.cs
This script controls the Plus and Minus Balls.

RestartGame.cs
This script restarts the game, and is assigned to the button in the center of the circle.

ScoreScript.cs
This script manages the score, and updates the display of it.

SetBoarder.cs
This script sets the boarders at the edges of the screen.