**Ball Roll Documentation**

**Game Concept**

Ball Rollis a 3d game of a ball where players control the direction and the movement of the ball. The only way to win the game is to move the ball around the 3d environment collecting the scattered coins. Each collected coin adds a score to the game, once all the coins are collected the player wins the game.

**Game Architecture**

The game follows a modular architecture to ensure scalability and maintainability. The key components include:

* **Player Controller:** Handles input and controls the ball's movement.
* **Coin Manager:** Manages interactions between the coin and player.
* **Score Manager:** Keeps track of the player's score and handles scoring logic.
* **UI Manager:** Manages the user interface, displaying Buttons and relevant information to the player.

**References**

Wood texture from Freepik

<https://www.freepik.com/search?format=search&query=wood%20>