NOTTORUS

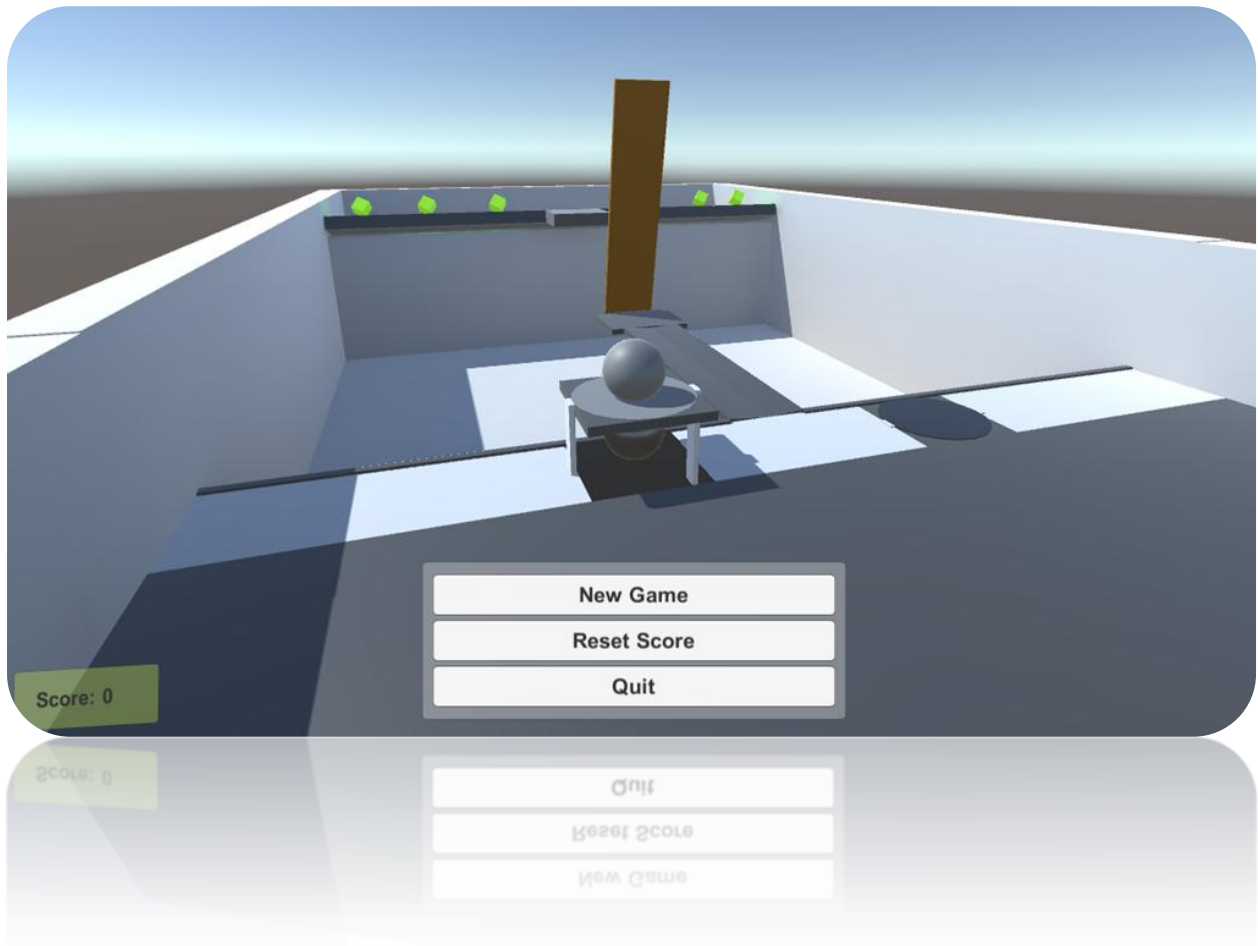## Examples
V1.00

2016

Current example scene is a basic prototype of game which involves multiple examples in different branch of game developing:

- ✓ **Processing input:**
  - BG_BallController->Process Input
  - BG_CameraController->Process Input
  - BG_GameController->Update
- ✓ **Working with physics:**
  - BG_BallController -> Update, BG_BallController -> FixedUpdate
- ✓ **GUI:**
  - BG_GuiBonusController
- ✓ **Camera control:**
  - BG_CameraController -> Update
- ✓ **Interacting with other scripts using patterns (Singleton):**
  - BG_CameraController -> Instance(property)
  - BG_ GuiBonusController -> Instance(property)
- ✓ **Using state machine:**
  - BC_Cube_Converter
- ✓ **Animation control:**
  - BC_Cube_Converter (State machine events)

All scripts have commentaries to each part of code.

Note: for newer versions of unity the lighting on scene must be re-builded (Windows-Lighting and press Build).