

Game name: Clock Wave

Version: 1.0.0

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Detailed commentary for all scripts is inside themselves.

Hierarchy Objects

LinesController

Parent object of all score lines. When the game starts, Point Line Spawner (Script) choose one of 8 lines and turn it on. Then, when the player touches one of the lines, the script finds another line and set it on.

CircleArea and CenterDot

Just two sprites of border and center of the game zone.

CircleMask

A mask with a circle sprite "mask". Makes enemies visible only inside of it.

PlayerController

An object with the player inside of it that permanently rotates by Player Movement Script and checking if the player touches the screen to change the direction of movement.

Spawnpoint

An empty object. Needing for spawning enemies at its position.

DifficultyManager

An object that contains EnemySpawner Prefabs inside himself. And checks by script if the player has reached a certain score it activates next EnemySpawner.

EnemySpawner Prefab

Start to spawning enemies after a few seconds (Spawn Time is responsible for this) and each amount of time that you set (Spawn Delay).

AudioManager

This object plays all sounds that are in this game. It takes a sound from AudioManager Script and set it in AudioClip in Audio Source.

LanguageManager

Contain Localisation Script that checks all in-game texts on start and change them respectively with the system language.

EndGame

An empty object with Canvas where are Endgame and Shop panels. Endgame panel shows when the player touches the enemy, that controls in Player Script.

PlayerPrefs Variables**Theme**

Has two definitions. "Light" for the light theme and "Dark" for the dark theme.

Record

Stores value of the maximum score of the player

Audio

Has two definitions. "Off" when the audio is disable and "On" when the audio is enable

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