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 Audio Manager 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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