Cons:

• Bad git ignore – too many files included

• ~~Timer you could be better framed~~

• Rope is stretched in some cases.

~~• Quit button is not visible on wide (21:9) aspect ratios~~

• ~~Commented out code~~

~~• Hardcoded file json file name~~

~~• Instead on having desrialized data for readonly purposes (e.g. best time) tries to read it from json each time in ShowTxtAfterLoad.~~

• ~~Calling methods on non-instantiated prefab.~~

~~• No spacing between methods and field declarations~~

~~• LevelLoad script beviduriavo depends on current scene index~~

~~• For some reason uses Raw Image instead of image~~

• ~~Constantly looking for objects by tags (even in Update())~~

• Does not handle missing coordinate case

~~• public fields~~

• ~~All game logic in one file~~

Pros:

• Big buttons

• Pending button hint – flashing number label.

• Added additional time mechanic – tracks best time

• Point hover effect

• Added additional assets

~~Add sound effect~~

~~Add pause~~

~~Add background music~~

~~Add max result showing~~

~~Improve showing time location / size~~

~~On pause meniu? Garso keitimas?~~