BVE ASM2
Feature Enhancements

1.Fan blowing effect- Area Effector 2D
Whenever the player enters the zone of the fan, it will be blown away.
2. Change character picture: based on height
To simulate different status of the character
3.Resume, Reload and Quit menu plane
Resume, Reload and Quit button with transparent and hover effect and small animation
4.Intro Video and Scene switch -Trying so hard to prepare for story telling in the future
5. Camera follow target or change perspective with keyboard key
could be implemented with cinemachine and script, used script for practice core function - mathf.clamp(value, max, min)

Video Link
https://youtu.be/1mn8J7usRlo

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This game is a replica of Angry Birds where the player manipulates the spring(the sling) to shoot our characters to crush enemy objects or pick up coins. The core part is the setting of slings, which takes advantage of Spring Joint 2D . To make the game more fun I added a Area Effector 2D to stimulate the effect of a powerful fan and with the sprite renderer to change the picture of our character based on different height.Besides the player can adjust the camera perspective with left or right arrows on the keyboard.

Screenshot