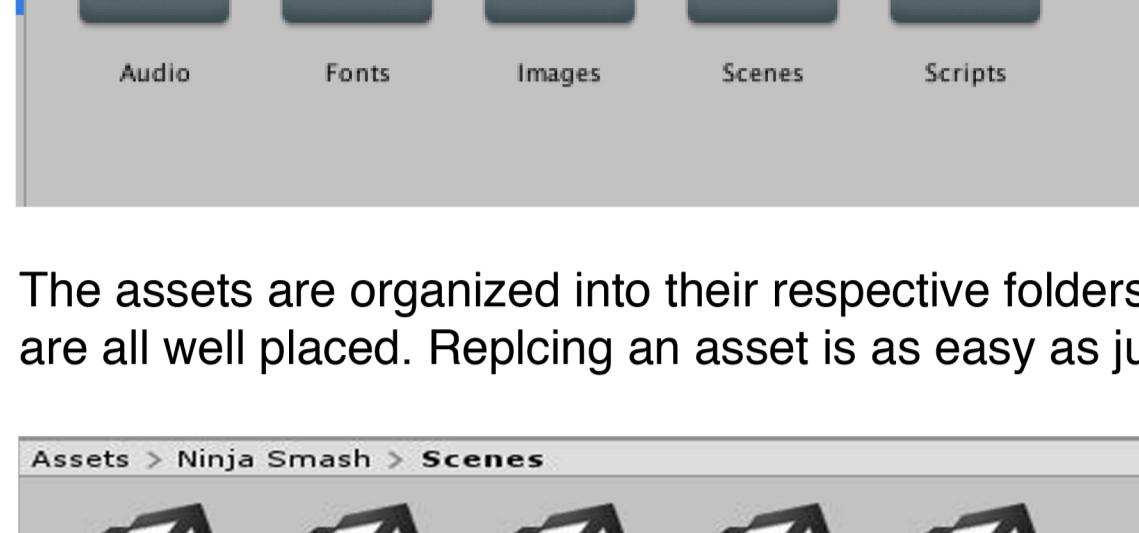


Ninja Smash

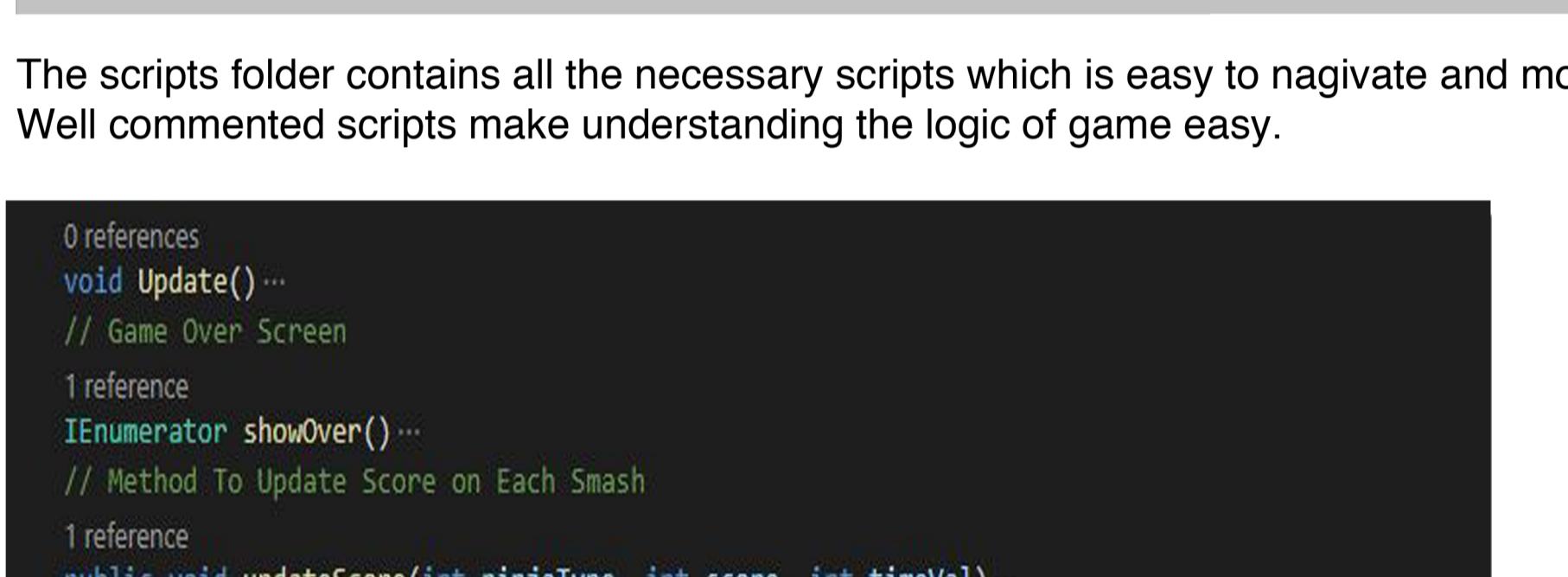
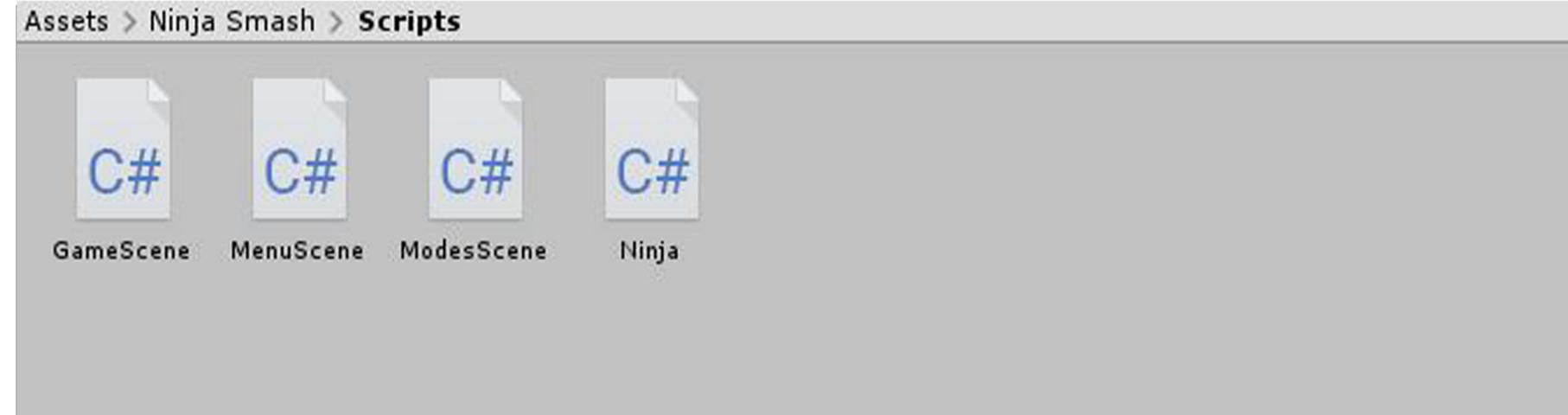
Ninja Smash is like the classic game of whack a mole. Your goal is to smash as many ninjas as you can before game is over.

Created completely with Unity 3D's 2D feature, it is useful to learn basic of Unity as well as create your own version of whack a mole type game.

Folder Structure



The assets are organized into their respective folders. Audio, fonts, images, scenes, scripts are all well placed. Replacing an asset is as easy as just changing the files.



The scripts folder contains all the necessary scripts which is easy to navigate and modify. Well commented scripts make understanding the logic of game easy.

```
0 references
void Update() ...
// Game Over Screen
1 reference
IEnumerator showOver() ...
// Method To Update Score on Each Smash
1 reference
public void updateScore(int ninjaType, int score, int timeVal) ...

// Method to update misses
1 reference
public void updateMisses() ...
// Method to Play Sound
1 reference
public void playHitSound()
{
    if (MenuScene.soundOn) hitSource.Play();
}
// Method for Replaying Game
0 references
public void OnReplayClick() ...
```

Game Modes And Future Updates

Three different game modes are available.

Normal - Your goal is to smash as many ninjas as you can without missing a specified number of ninjas. Game will be over once you fail to smash certain number of ninjas.

Hostage - Your goal is to smash the ninjas like normal but here you cannot smash the ninjas that come with a hostage, so the challenge is double.

Timer - This is simply the classic timer mode, where you have to smash as many ninjas as you can within the time limit.

The future update will bring **Counter Mode**, where the ninjas will also attack by throwing knives and shurikens. Your goal will be to smash the ninjas before they attack.

