**Load Manager**

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

using UnityEngine.SceneManagement;

public class LevelManager : MonoBehaviour {

// Use this for initialization

void Start () {

}

// Update is called once per frame

void Update ()

{

Cursor.visible = true;

}

public void LoadNewScene(string sceneName)// biex tarah funitu importanti li ikun PUBLIC

{

Brick.breakableCount = 0;

SceneManager.LoadScene(sceneName);

}

public void Quit()

{

UnityEditor.EditorApplication.isPlaying = false;

}

public void LoadNextScene()

{

Brick.breakableCount = 0;

int currentScene = SceneManager.GetActiveScene().buildIndex;

if (Brick.breakableCount == 0)

{

currentScene++;

SceneManager.LoadScene(currentScene);

}

}

}

Music Code

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class MusicPlayerScript : MonoBehaviour {

static MusicPlayerScript instance = null;

// Use this for initialization

private void Awake()

{

if (instance == null)

{

instance = this;// this current object (my Music Player)

DontDestroyOnLoad(gameObject);

}

else // if not null, then a Music Player is already running

{

DestroyObject(gameObject);

print("Duplicate Music Player is self destructing");

}

}

void Start () {

}

// Update is called once per frame

void Update () {

}

}

Brick code

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

[RequireComponent(typeof(AudioSource))]

public class Brick : MonoBehaviour {

int timesHit;

public static int breakableCount = 0;

public int health;

LevelManager levelManager = new LevelManager();

AudioClip crack;

// Use this for initialization

void Start () {

timesHit = 0;

breakableCount++;

print(breakableCount);

crack = Resources.Load("Sounds/crack", typeof(AudioClip)) as AudioClip; AudioListener.volume = 1.0F;

}

// Update is called once per frame

void Update () {

}

private void OnCollisionEnter2D(Collision2D collision)

{

timesHit++;

health--;

print(gameObject.name + " : " + timesHit);

AudioSource.PlayClipAtPoint(crack, this.transform.position);

if (health <= 0)

{

// TestWin();

breakableCount--;

print(breakableCount);

Destroy(gameObject);

}

}

void TestWin()

{

levelManager.LoadNextScene();

}

}

Ball Code

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class Ball : MonoBehaviour {

Paddle paddle;

Vector3 paddleBallPosDiff;

bool gameStarted = false;

AudioClip boing;

// Use this for initialization

void Start() {

boing = Resources.Load("Sounds/boing", typeof(AudioClip)) as AudioClip; AudioListener.volume = 1.0F;

paddle = GameObject.FindObjectOfType<Paddle>();

paddleBallPosDiff = this.transform.position - paddle.transform.position;

}

// Update is called once per frame

void Update() {

if (!gameStarted) // if(gameStarted = false

this.transform.position = paddle.transform.position + paddleBallPosDiff;

if (Input.GetMouseButtonDown(0) && !gameStarted)

{

gameStarted = true;

this.GetComponent<Rigidbody2D>().velocity = new Vector2(2f, 10f);

}

}

private void OnCollisionEnter2D(Collision2D collision)

{

string colName = collision.collider.name;

string colTag = collision.collider.tag;

// if (gameStarted && (colName == "paddle" || colName == "LeftCollider"|| colName=="RightCollider" || colName =="UpCollider"))

if(gameStarted &&(colTag != "Breakable"))

{

GetComponent<AudioSource>().PlayOneShot(boing);

}

}

}

Paddle code

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class Paddle : MonoBehaviour {

// Use this for initialization

void Start () {

}

// Update is called once per frame

void Update () {

float mousePosInUnits = (Input.mousePosition.x / Screen.width \* 16)-8;

Vector3 newPaddlePos = new Vector3(mousePosInUnits, this.transform.position.y,this.transform.position.z);

Cursor.visible = false;

newPaddlePos.y = Mathf.Clamp(mousePosInUnits, -7.5f, 7.5f);

this.transform.position = newPaddlePos;

}

}

Lose collider code

Using System.Collections;

using System.Collections.Generic;

using UnityEngine;

using UnityEngine.SceneManagement;

public class LoseColliderScript : MonoBehaviour {

LevelManager levelManager = new LevelManager();

// Use this for initialization

void Start () {

Cursor.visible = true;

}

// Update is called once per frame

void Update () {

}

private void OnCollisionEnter2D(Collision2D collision)

{

print("Coll");

}

private void OnTriggerEnter2D(Collider2D collision)

{

levelManager.LoadNewScene("Lose");

}

}