

Circular Pong Starter Kit

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Overview

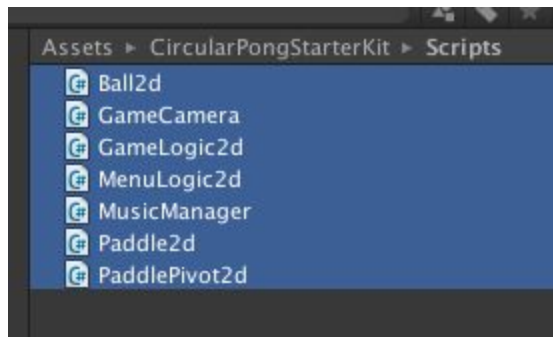
Circular Dot Starter Kit contains the base elements to build your own circular dots game. This document will describe the structure and contents of this project.

Folders structure



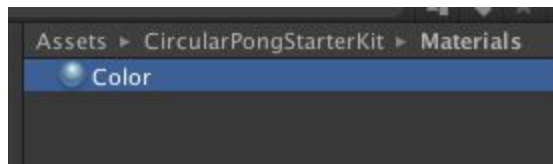
- Animations folder contains animations when ball hits paddle
- Assets folder contains
 - SFX folder contains sounds
 - Sprites folder contains all sprites that are used to build the game
- Materials folder contains sprite material that define the global color of the game
- Scenes contains scenes
- Scripts contains all scripts used in this game

Scripts Folder



- GameLogic2d.cs controls game logic from menu to game starts to game over. Handles player's input. It controls the scores logic;
- MenuLogic2d.cs controls UI logic. It shows UI panel windows such as Menu Start, Game Hud, Game Over.
- GameCamera.cs controls shake animation when it is game over.
- MusicManager.cs controls and play sounds : UI buttons, Score, Collision.
- Ball2d.cs controls the movement of the ball, collisions with paddle.
- PaddlePivot2d.cs controls the rotation of the paddle.
- Paddle2d.cs plays the animation "PaddleHit" when ball hits the paddle

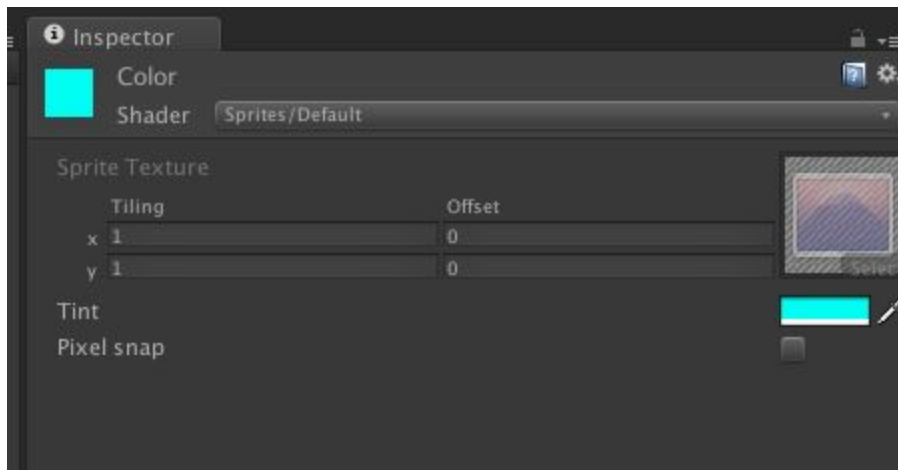
Materials folder



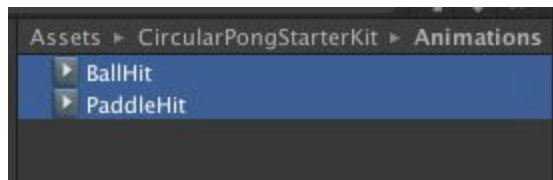
- Contains materials defining the color of the elements of the game
 - Color material defines the global color of the game elements : circle, paddle, ball.

Change Materials Color

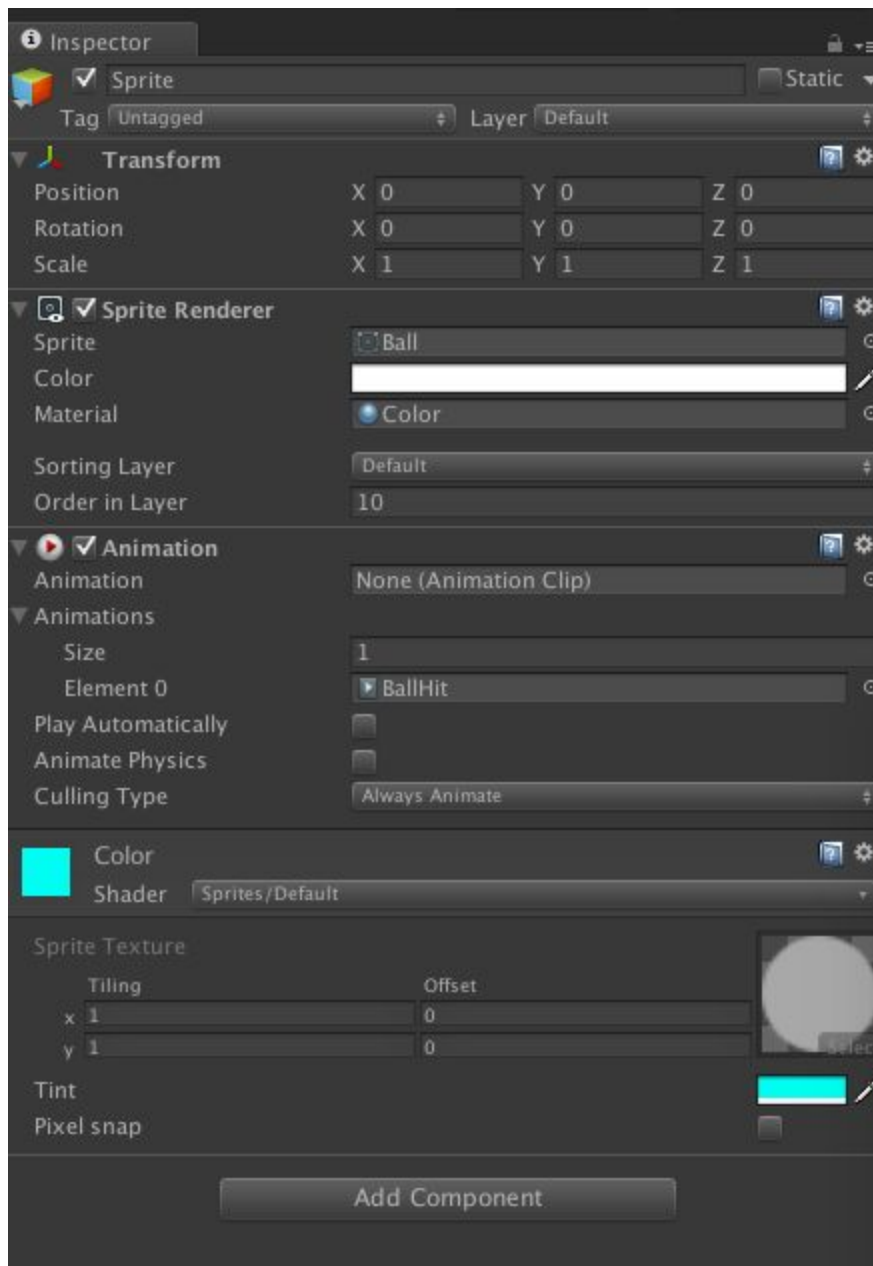
- You can change the color : select the material and click on the Tint color picker



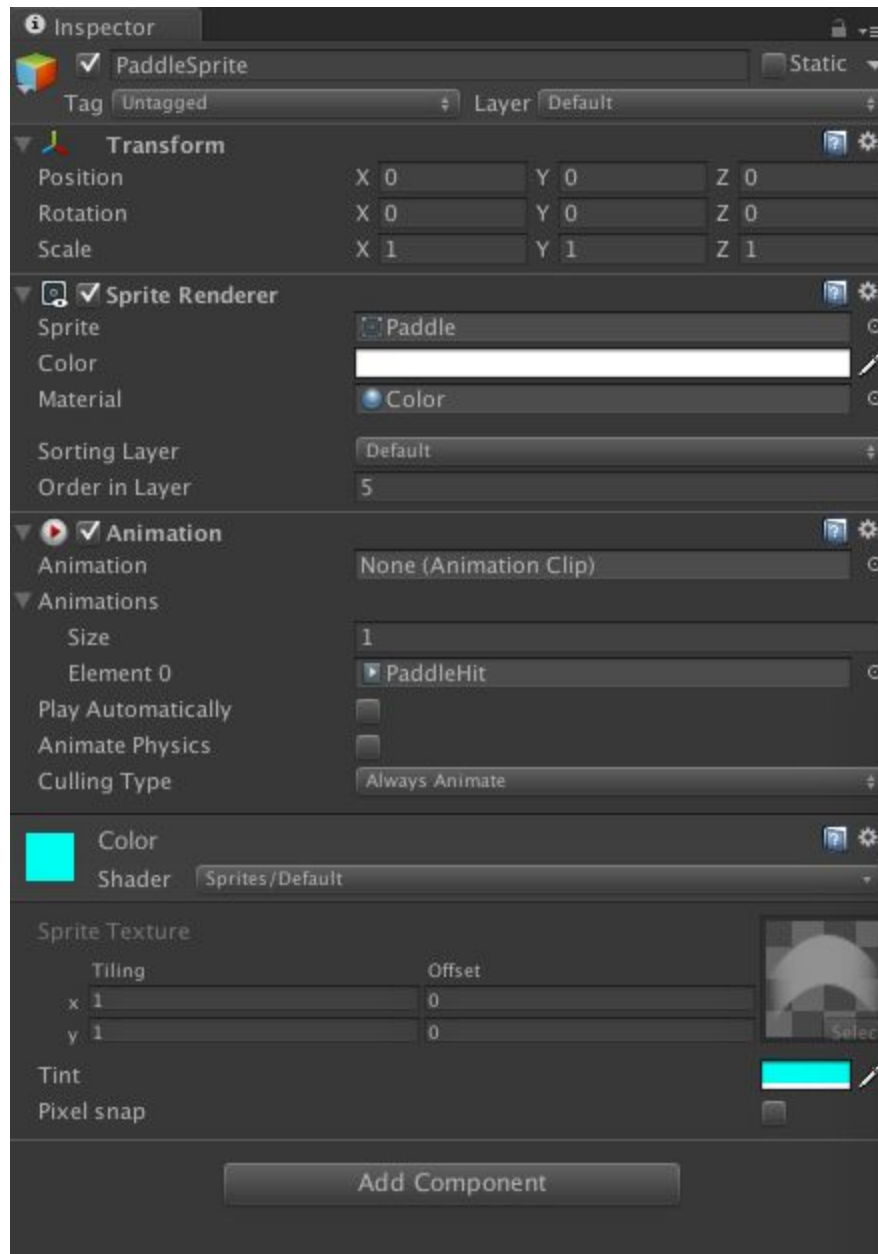
Animations folder



BallHit animation is played when ball hits the paddle. The ball scale up.



PaddleHit animation is played when the ball hits the paddle. It bounces.



Game Logic Customization

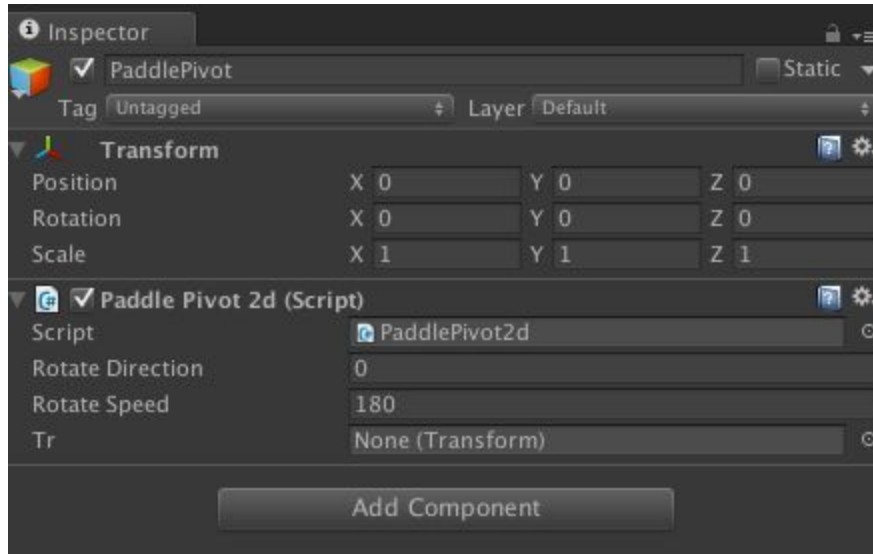
Ball Speed On Game Start

You can change the speed of the ball on game start with **Speed On Start** parameter. Here is it set to 120.



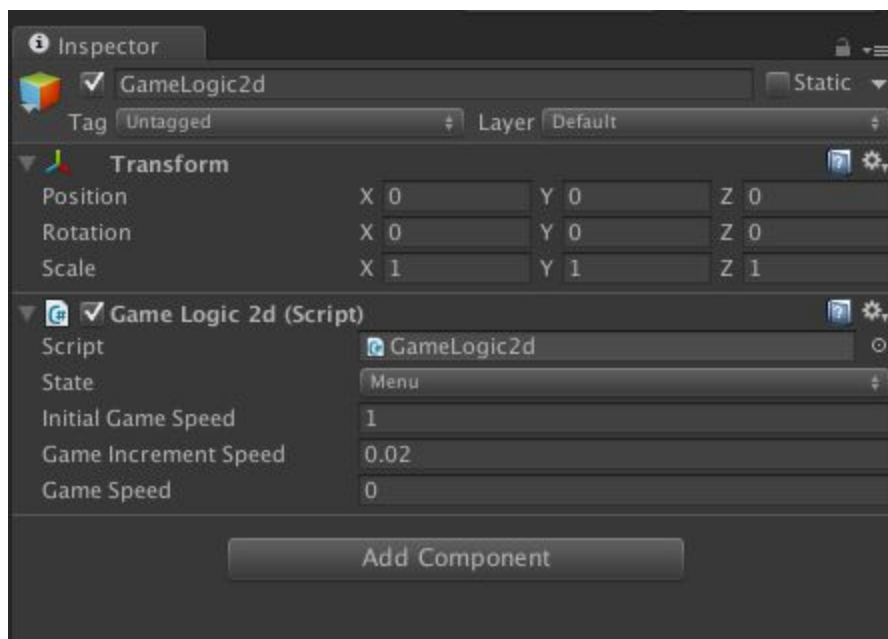
Paddle Rotation Speed

You can change the rotation speed of the paddle on game start with **Rotation Speed** parameter. Here is it set to 180.



Game global speed

You can change the game initial speed with **Initial Game Speed** parameter. Here is it set to 1. This game speed increase every time player gets a score point by **Game Increment Speed** parameter.

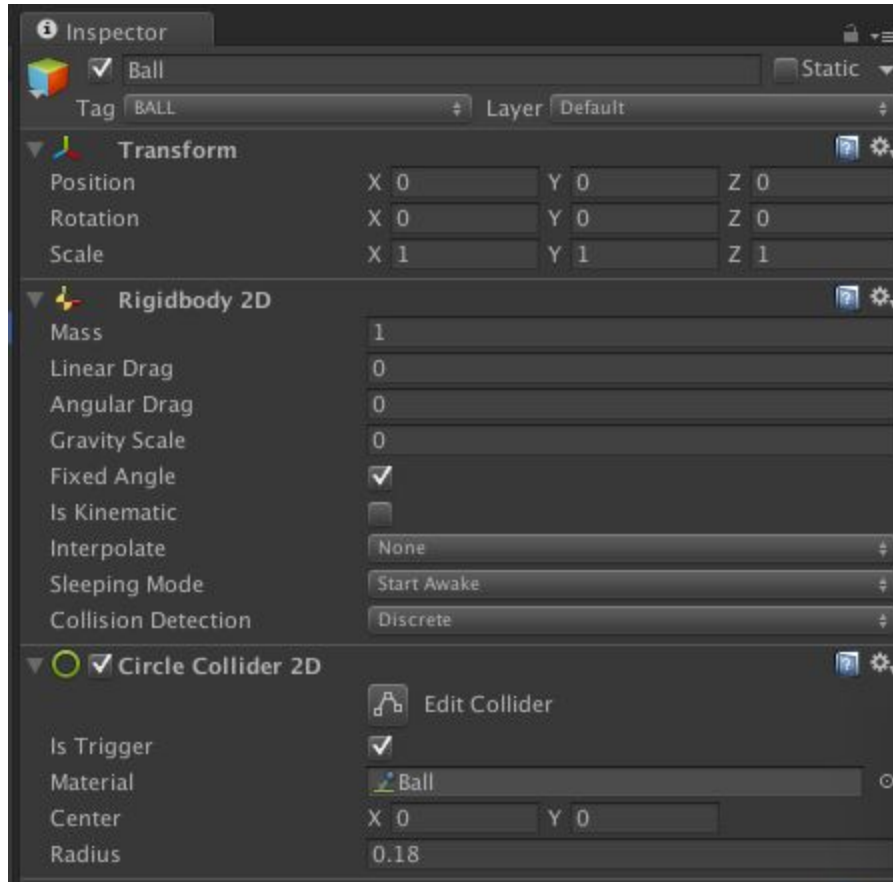


Physics

Ball

Ball has Rigidbody 2d, Circle Collider 2d. It has Tag BALL.

Ball2d.cs is used to detect collisions and triggers such as paddle or the ball exits the circle zone.



Paddle

Paddle has Edge Collider 2d that defines the area where the ball can bounce.

It has Tag PADDLE. This tag is used by Player.cs to detect when the ball hits the paddle.

