Stupid Arrow

Jump from circle to circle avoiding black areas.

Game is endless and only goal is to score as much as you can.

As it progress it becomes harder and harder.

Features

-Endless gameplay

-Easy to reskin

How to use this project?

Just open "game" scene from "Scene" and whole game will be ready and set.

Scripts

If you need to edit/change some code here is what you need to know about scripts:

-BuyItem.cs – Used for purchasing new items in the shop menu

-CameraSmoothFollow.cs – Used on camera to smooth follow the player

-FlexibleGridLayout.cs – Used in shop menu to adjust grid for different screen sizes

-GameplayAnimation.cs – Used for zoom in animation when player presses play button

-GameReply.cs – Used to reply the game when user presses reply button

-GameStart.cs – Used to start the game when player presses play button

-Menus.cs – Used for navigation through different menus

-MenuTransition.cs – Used for fade in – fade out effect when user navigate through different menus

-ObjectRotationForMainMenu.cs – Used for rotation animation in main menu

-ObstacleRotation.cs – Used to rotate obstacles in gameplay menu

-ObstacleStartScale.cs – Used to read start scale when obstacle get spawned

-PlayerDestroy.cs – Animation when player get destroyed

-PlayerLogic.cs – Used to control the player and to detect is player jumped on right color

-PlayerSprite.cs – Used to detect which sprite player have chosen in shop menu

-Vars.cs – All static variables