

Brick Destroyer – Game Documentation

Game Overview

Brick Destroyer is an addictive, fast-paced demolition game where players shoot balls to break bricks in an endless challenge. The goal is to keep the bricks from reaching the bottom while unlocking new balls and achievements along the way.

How to Play

- **Swipe to Aim** – Touch and drag to adjust your shot.
- **Strategize Your Angles** – Find the best positions to hit multiple bricks at once.
- **Break as Many Bricks as Possible** – Prevent them from reaching the bottom.
- **Collect Stars** – Unlock additional balls to enhance your gameplay.

Features

- ✓ Endless, action-packed gameplay
- ✓ 12 achievements to unlock
- ✓ 18 unique balls to collect
- ✓ Multilingual support (English, Italian, Serbian)

Getting Started

How to Use This Project

To begin, simply open the "**gameplay**" scene located in the "**Scene**" folder. The full game is preconfigured and ready to go!

Scripts Overview

Achievement System

- **AchievementMenu.cs** – Manages the achievement menu, displaying unlocked achievements.
- **AchievementPanelSortingLayer.cs** – Ensures achievement pop-ups appear above the UI.
- **AchievementUnlocked.cs** – Triggers the achievement pop-up when a new achievement is earned.

Game Mechanics

- **BricksWave.cs** – Controls brick spawning and interaction when hit by a ball.
- **MainBall.cs** – Manages shooting mechanics and ball behavior.
- **OtherBalls.cs** – Handles ball movement and collision detection with the bottom collider.
- **MoveDownObjects.cs** – Moves all objects down after each wave.
- **ObjectPlacement.cs** – Places new objects (bricks, bonus balls, and stars) in the scene.

User Interface & Navigation

- **Menus.cs** – Handles menu navigation.
- **FlexibleGridLayout.cs** – Adjusts the layout dynamically for different screen sizes (used in the shop and achievements menu).
- **StartMenuBall.cs** – Animates the ball in the main menu and changes its sprite.

Customization & Utility Scripts

- **CameraSize.cs** – Adjusts the camera size to fit various screen resolutions.
- **ChangeBall.cs** – Handles the purchase and selection of new balls in the shop.
- **ChangeLanguage.cs** – Manages language localization.
- **CollectBall.cs** – Triggers when a new ball is collected.
- **CollectStar.cs** – Triggers when a star is collected.
- **Sound.cs** – Ensures the sound settings persist when the game restarts.
- **SoundOnOff.cs** – Toggles sound effects on and off.
- **Vars.cs** – Stores static game variables.

This documentation provides an overview of the *Brick Destroyer* game structure, mechanics, and scripts. For further customization or modifications, refer to the specific scripts and adjust them as needed. Enjoy building and enhancing your game! 🚀