Aim: Destroy the whole bricks and get highest point with ball.

How players are engaged to the game: Players wants to get the best or highest point. It gives them excitement and ambition.

Target players: Teenage person

Scenes:

My game has 3 scenes which are play scene, enter scene and count down scene.

Count_down_scene.unity: This scene counts back at the beginning.When time is 0,the play scene is load.

High_score_scene.unity: This scene is high score scene which shows your best point in the game.

Main_scene.unity: This scene is showed as the first scene when player opens or clicks the game. It include play, high score and exit sections.

Scene.unity: This scene is the most important scene in the game because it includes playing area.

Scripts:

1.Ball. cs: It helps the moving and throwing the ball at the beginning:

Throw ball: Please click mouse.

Move paddle: Please use mouse.

2.Brick.cs: It is related to GM script that works for destroy the cube object when ball hits that.In addition to that I load the enemy at the gap thanks to this script.(find position).

3.Bar.cs: It helps moving the paddle with mouse control.

4.Count.cs:Coundown from 3 to 0 when opening the play scene.

5.DeadZone.cs: It is for water object when the player do not catch the ball with paddle ,then it drop down to the water side, finally you lose one live and destroy the paddle object.(Related to GM script).

6.highScore.cs: It shows the high score and returns the entry scene with back button.

7.MainMenu.cs: It is for beginning screen and attach events to buttons with functions.

8.TimedDestroy.cs: It is for destroying time.

9.EnemyMovement: It is for the finder or enemy finds our player or paddle object.(But not working.)

10.GM.cs: This is the most important script in my game. It make the all things. Load the scene, destroy objects, count lives,times..etc. (I made countdown time but it is not working correctly, So I get this in interrupt, you can see in the script.)

Prefabs,Materials,PNG's,2D bars includes the game elements.

Algorithms:

Destroy Brick:

```
public void DestroyBrick()
{
    bricks--;
    point = point + 10;
    pointsText.text = "POINTS: " + point;
    CheckGameOver();
}
```

Destroy Player(Paddle and ball)

```
public void LoseLife()
{

    lives--;
    livesText.text = "Lives: " + lives;
    Instantiate(deathParticles, clonePaddle.transform.position, Quaternion.identity);
    Destroy(clonePaddle);
    Invoke ("SetupPaddle", resetDelay);
    CheckGameOver();
}
```

Water part:

```
using UnityEngine;
using System.Collections;

public class DeadZone : MonoBehaviour {

    void OnTriggerEnter (Collider col)
    {
            GM.instance.LoseLife();
    }
}
```

GameOver Part:

```
void CheckGameOver()
{
    if(PlayerPrefs.GetInt("Highscore") < point)
        PlayerPrefs.SetInt("Highscore",point);

    if (bricks < 1) {

        youWon.SetActive (true);
        StartCoroutine(MyLoadLevel(1.0f,0));
        Screen.showCursor = true;

    }

    if (lives < 1) {

        gameOver.SetActive (true);
        StartCoroutine(MyLoadLevel(1.0f,0));
        Screen.showCursor = true;
    }

/*  if (timeLeft < 0) {

        gameOver.SetActive (true);
        if(lives < 1)
        {
            //gameOver.SetActive (true);
            StartCoroutine(MyLoadLevel(1.0f,0));
            Screen.showCursor = true;
        }
```

Lose Life Part:

```
public void LoseLife()
{

    lives--;
    livesText.text = "Lives: " + lives;
    Instantiate(deathParticles, clonePaddle.transform.position, Quaternion.identity);
    Destroy(clonePaddle);
    Invoke ("SetupPaddle", resetDelay);
    CheckGameOver();
}
```

Setup:

```csharp
public void Setup()
{


    clonePaddle = Instantiate(paddle, transform.position, Quaternion.identity) as GameObject;
    Instantiate(bricksPrefab, transform.position, Quaternion.identity);


}
```

HighScore:

```
public Text h_scoreText;

// Update is called once per frame
void Update () {
    h_scoreText.text = "HIGH SCORE\n" + PlayerPrefs.GetInt ("Highscore").ToString();
}

public void showHScore()
{

}
public void btn_Back()
{
    Application.LoadLevel (0);
}
```

Count down:

```
public Text count_text;
// Use this for initialization
float timeLeft = 3;

IEnumerator MyLoadLevel(float delay, int level)
{
    yield return new WaitForSeconds(delay);
    Application.LoadLevel(level);
}




void Update()
{
    timeLeft -= Time.deltaTime;
    count_text.text = ((int)timeLeft).ToString();

    if (timeLeft < 0) {
        count_text.text = "GO!";
        StartCoroutine(MyLoadLevel(1.0f,1));
    }
}
```

Entry Menu:

```
public void startGame()
{
    Application.LoadLevel(3);
}

public void quitGame()
{
    Application.Quit ();
}

public void highScore()
{
    Application.LoadLevel(2);
}
```

Timed Destroy:

```
public class TimedDestroy : MonoBehaviour {

    public float destroyTime = 1f;

    // Use this for initialization
    void Start () {

        Destroy (gameObject, destroyTime);

    }
```

Enemy Creating and Location

```csharp
public class EnemyMovement : MonoBehaviour {


    Transform player;                  // Reference to the player's position.
    public Transform goal;
    NavMeshAgent nav;                  // Reference to the nav mesh agent.

    void Awake()
    {
        nav = GetComponent <NavMeshAgent> ();
        player = GameObject.FindGameObjectWithTag ("Player").transform;
    }

    void Update()
    {
        nav.SetDestination (player.position);
    }
}
```

Enemy Movement:

```csharp
public class EnemyMovement : MonoBehaviour {


    Transform player;                 // Reference to the player's position.
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    NavMeshAgent nav;                 // Reference to the nav mesh agent.

    void Awake()
    {
        nav = GetComponent <NavMeshAgent> ();
        player = GameObject.FindGameObjectWithTag ("Player").transform;
    }

    void Update()
    {
        nav.SetDestination (player.position);
    }
}
```

PYHSICS:

I use unity physics and create bouncy physic material.

DESIGN CHOICES:

I prefer the look well and simple design.I use some UI objects from the some web sites.I choose monster which looks like cute.Walls and the scene are generally dark.Cubes(Bricks) and Paddle+Ball is white or lighter because I want to user realize or see easily them.

UI

I get the UI objects from **openGameArt.com.**

HARD PARTS: The hardest part of the game is monster part. I cannot do this, in addition I have an suggestion.txt file which is about this situation.

IMPORTANT: Some code parts are taken from the unityAnswer forum and unity tutorials.