

Brick Breaker

Exercise your skills, reflexes and accuracy in brick breaker game.

On each wave new bricks are appearing at the top and you need to destroy them as much as you can. For every destroyed brick you will get +1 score.

As game progresses it becomes harder and harder.

You can also collect stars and use that stars to unlock new balls that can be used for destroying bricks.

How to play?

- Touch the screen to move the paddle.
- Find the best positions and angles to hit the balls.
- Break as many bricks as possible before they hit the bottom.
- Collect stars to unlock additional balls.

How to use this project?

Just open “gameplay” scene from “Scene” folder and there you go, whole game is ready for you.

Scripts

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

- BallLogic.cs – It is used to change ball sprite and to unstuck ball if it's stuck on X or Y position.

- BallSound – Used to play sound when ball hits paddle or wall.
- BricksWave.cs – it is placed on “brick” prefab (inside “Resources” folder). Gets called when new brick is placed in the scene and when ball hits the brick.
- CameraSize.cs – it will adjust camera size to fit every screen.
- ChangeBall.cs – gets called when user try to buy new ball shop menu.
- CollectBall.cs – it is called when player collects new ball.
- CollectStar.cs – it is called when player collects star .
- FlexibleGridLayout.cs – it is called in “ballz shop” and “achevements” menu to dynamically resize layout for different screen size.
- GameOver.cs – it is used to show game over menu when all balls go off the screen.
- Menus.cs – it is used for navigation through different menus.
- MoveDownObjects.cs – it is used to move all objects down after new wave.
- ObjectPlacement.cs – it is used to place new object (brick, bonus ball or star) on the scene.
- PaddleAutomaticMovement.cs – it is used to move paddle automatically in main menu.
- PaddleMovement.cs – it is used for paddle movement.
- Sound.cs – it is placed on “Sound” game object in scene hierarchy and it is used to keep that game object on the scene when game is restarted.
- Vars.cs – all static variables

- WaveTimer.cs – used to spawn new obstacles on each wave.