Fill The Trucks

Tap the screen to release the balls, you need to do that in a perfect timing so balls fall into trucks. Each ball you get into the truck rewards you with a different amount of points, depending on the truck score multiplier. If the ball misses the truck, it disappears. When you lose all 100 of your balls, the game is over. The game is endless and your only goal is to reach as many score points as you can.

Features

- Endless gameplay
- Integrated AdMob ads
- Easy to reskin

How to use this project?

Just open the "Game" scene from "Scenes" and the 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:

- BallFallingSpeed.cs – this script is attached to each ball game object and it will increase ball falling speed.
- BottomBoundaryCollider – it will detect when ball misses the trucks and goes off the playing area
- GateControl.cs – it will open up the gate when you click the mouse and close the game when you release it
- Menus.cs – used for navigation through the menus

- MenuTransitionAnimation.cs - Used for fade in – fade out effect when user navigate through different menus
- TruckMovement.cs – used for truck movement logic
- TruckScoreCalculator.cs – used to detect when ball fall into the truck, and for scoring logic
- Vars.cs – used to keep value of the static variables