Fast Finger

Drag the finger or the mouse on the screen to move the player. Avoid the obstacles as long as you can, once you hit an obstacle the game is over. As it progresses the game becomes harder and harder. Collect stars and use them to buy new items in the shop menu.

How to start this project?

Open the "Game" scene from the "Scenes" folder and whole game will be ready for you.

Scripts

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

- AreaStarsGenerator.cs - There are stars placed in each game arena and this script is used to show only 5 of these stars
- CameraFollow.cs - This script is attached to the camera and it is used to follow the player game object
- CameraSize.cs - This script will change camera's orthographic size so it fits every screen
- DailyGift.cs – This script is used to handle the daily gifts
- DestroyExplosionParticle.cs - Whenever player destroys an obstacle explosion particle will appear, this script is used to remove that explosion particle from the scene
- MenuFadeInFadeOutAnimation.cs - Used to make a fade in - fade out animation when user replays the game or exits to the main menu
- Menus.cs - This script is attached to the "GameManager" game object and it is used for navigation through the different menus
- ObstacleLeftRightMovement.cs - It is used to make an obstacle move left and right on which this script is attached
- PlayerCollision.cs - This script is attached on the player game object and

it is used to detect when player collides with an object

- PlayerEntersNewArena.cs – Detects when the player enter new arena, than it creates a new arena and destroys the old one
- PlayerMovement.cs – Player movement logic
- PlayerSprite.cs - This script will change the sprite of the player game object to sprite that player has chosen in the shop menu
- RotateTheObstacle.cs - Used to rotate an obstacle on which this script is attached
- SelectedItemAnimation.cs - This script will create a simple zoom in - zoomout animation on the object that is selected in the shop menu
- SelectItem.cs - Used inside the shop menu for the item selection logic
- Stats.cs - This script will load the stats each time player enters the statsmenu
- UnlockItem.cs - Attached on each item in the shop menu and it is used to check whether the item is unlocked
- Vars.cs- This script is used to store static variables that are used throughout the game