Connect Balls

Rotate the obstacles until red and blue balls are connected. Game has 60 levels, so try to complete them all.

Features

- Multiplatform support (PC, WebGL, android, iOS…)
- Suitable for all ages
- 60 levels, very easy to make and add new ones

How to use this project?

Just open the "MainMenu" scene from "Scenes" folder and everything will be ready and set

Scripts

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

- EyeRotation.cs – It is used to rotate the eye to make a look that balls are looking at each other
- GameOverLogic.cs – It will detect when balls have felt on the ground and show the game over menu
- LevelPanel.cs – Used in level select menu for navigation through different level panels
- LevelRotate.cs – Used for rotating the level when player drags the finger on the screen

- Menus.cs – it is used for navigation through different menus
- MenuTransitionAnimation.cs – It will show fade in – fade out effect when player navigate through different menus
- Playtime.cs – Used to calculate how much time player has spent in the game
- RedAndBlueBallContacted.cs – It will detect when red and blue balls are connected and show the "Level Complete" menu.
- Sound.cs – Singleton that is placed on "Sound" game object in scene hierarchy and it is used to keep that game object while player is navigating through the different scenes
- Statistics.cs – Used to show statistics in the stats menu
- TittleAnimation.cs – Used to animate the title on the main scene
- Tutorial.cs – Used in the first level to fade out the tutorial text when player starts to play
- UnlockLevel.cs – Used to lock/unlock level buttons in the level select menu