Skillful Driver

Spin the steering wheel to control the car. Keep the car on the road, if you hit the edge the car will explode. Collect the diamonds to unlock new vehicles. As the game progresses the car will move faster and faster. Your goal is to score as much as you can.

How to start this project?

Just 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:

- AreaMiddlePoint.cs - This script is attached to the game object that is placed in the middle of each game area. It will detect when a user enters the collider that is set as trigger, and it will create a new game area and delete the old one.
- CarExplosion.cs - This script is attached to the car game object and it is used to detect the collision and trigger game over logic.
- CarLights.cs - This script is attached on each of the car headlight and it is used for creating a simple light flashing animation
- CarMovement.cs - This script is attached to the arrow game object and it is used to move the car in the direction its facing
- CarRotation.cs - This script is used to rotate the car game object when player turns the steering wheel

- CameraFollow.cs - This script is attached to the camera and it is used to follow the arrow game object
- CollectTheDiamond.cs - This script is attached to the diamonds that will spawn on each game area. And it is used to trigger the logic when player collect it
- CreateNewGameArea.cs - It will create a new game area at the start of the game and each time player passes middle point of a previous game area
- DailyGift.cs - This script is used to give the player daily reward
- EnableDiamondsOnTheGameArea.cs - It is attached to the "Diamonds" game object in each game area. And it is used to randomly spawn 5 out of 15 diamonds in the area
- 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
- MenuTransitionAnimation.cs - This script is used to create a fade in - fade out animation on the CanvasGroup component that is attached to the Canvas game object
- PlayerSprite.cs - This script will change the sprite on the SpriteRenderer component to match the sprite of the item that player has chosen in the shop menu
- RoadColor.cs – This scirp is used to change the color of the road
- SelectedItemAnimation.cs - This script will create a simple zoom in - zoom out 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 stats menu
- UnlockItem.cs - Attached on the each item in the shop menu and it is used to check whether the item is unlock
- Vars.cs - This script is used to store static variables that are used throughout the game