

Aim

Drag the finger on the screen to aim, release the finger to shoot the ball.

Try to ricochet the ball off the obstacles in a way that will clear the level.

Try to clear all 51 levels.

How to use this project?

Just open the “Game” scene from the folder “Scenes” and the whole game will be ready and set.

Scripts

- BallRotationAndShooting.cs – Used to rotate the ball in a direction where the player touches the screen, and to shoot the ball when the player releases the touch.
- IndestructibleObstacle.cs – Detects when ball hits indestructible obstacle (indestructible obstacle has black color).
- IndestructibleObstacleAnimation.cs – This script will create fade in-fade out animation when the ball hits the indestructible obstacle.
- InstantiateBall.cs – It will instantiate the ball in a place where players touches the screen
- Menus – Used for navigation through the different menus
- MenuTransitionAnimation.cs – Used for fade in – fade – out animation while navigation through the different menus
- NumberOfDestructibleLevelObjects.cs – At the beginning of each level this script will detect how many destructible objects are on the screen. That number is used during the game to check whether the user has cleared the level.

- `ObstacleAlphaReset.cs` – In case a user destroys the obstacle which has this script attached to it but misses to clear the level, this script will reset the alpha color of that obstacle and the obstacle will appear on the screen again.
- `ObstacleDestroy.cs` – It will show the animation when user destroys the obstacle
- `ObstacleHit.cs` – Detects when user hits destructible obstacle
- `RotateObstacle.cs` – Used to make obstacles rotate
- `ShowCurrentLevelNumber.cs` – It will zoom in-zoom out level number at the beginning of the level
- `TittleAnimation.cs` – Used for title animation in main menu
- `UnlockLevel.cs` – It is used in the level select menu to unlock all levels that user has completed plus the next one.
- `Vars.cs` – Used for static variables.