Scripts

* BallsPool: controls the behavior of the balls’ pool object.
* BlueBlock: controls the behavior of the blue block.
* BlueMob: controls what happens when the player collides with the blue monster.
* Don’t Destroy: -----
* Enemy: controls what happens when the player collides with enemy.
* GameMaster: controls the game. (to rewrite)
* GreenMob: controls what happens when the player collides with the green monster.
* MainCamera: makes the camera follow the player.
* OrangeBlock: controls the behavior of the orange block.
* PlayerController: controls the behavior of the player, in function of the inputs and buttons.
* PurpleMob: controls what happens when the player collides with the purple monster.
* SceneObject: is a base class. Makes the gameobject activate when the player gets close and destroy itself when the player got far from it.
* ScoreManager: takes count of the player’s score.
* SettingsManager: -----------
* Simple2DRotator: makes the object to whom (is this englishly correct? Does englishly exist? ) is attached rotate itself.

# UI folder

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