

# Bouncy Ball – football rush

How to use this project? - Just open “gameScene” scene from “Scene” folder and there you go, whole game is ready for you.

## Scripts

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

PlayerMovement.cs – Used to move the ball across the screen and to show score on UI

PlatformMovement.cs – Moves platform from left side of the screen to right and from right to left

ObstacleSpawn.cs – Spawns random obstacle from “Resources” folder

MenuSelect.cs – Used for navigation through main/gameplay/pause menus

CameraFollow.cs – Used to make camera follow the players y position

CameraBottomCollider.cs – Used to destroy platforms that are beyond the camera and to detect if ball felt of the screen – in that case game over manu will pop up

THANK YOU SOOOO MUCH FOR CHOOSING MY ASSETS!

Please check out my other assets:

<https://assetstore.unity.com/publishers/33790>

Thank you!