

2D Shapes Smasher



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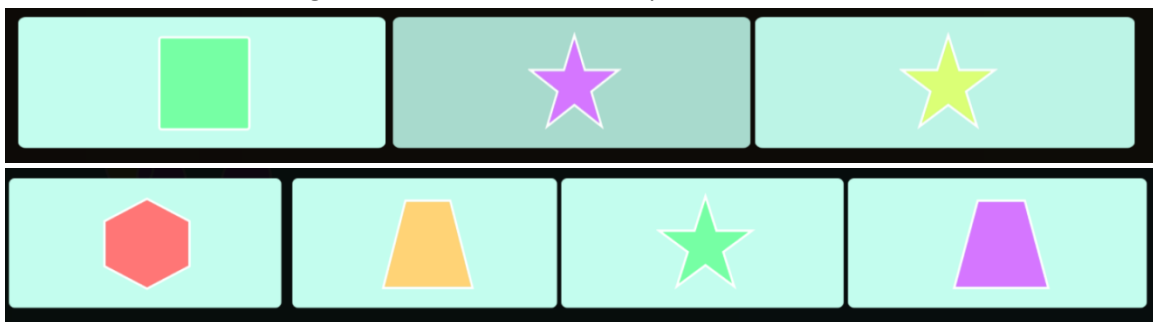
Gameplay

The game begin with 2x random shape and 2x random color. When the shape is between the 2x line at the left, click on the right now to make it blow.

When there is 2x shape together, click on the 2x right shape at the same time.



After some rounds, it will goes to 3 and 4 different shapes and faster.



When a shape pass through, it's game over.

That's all.

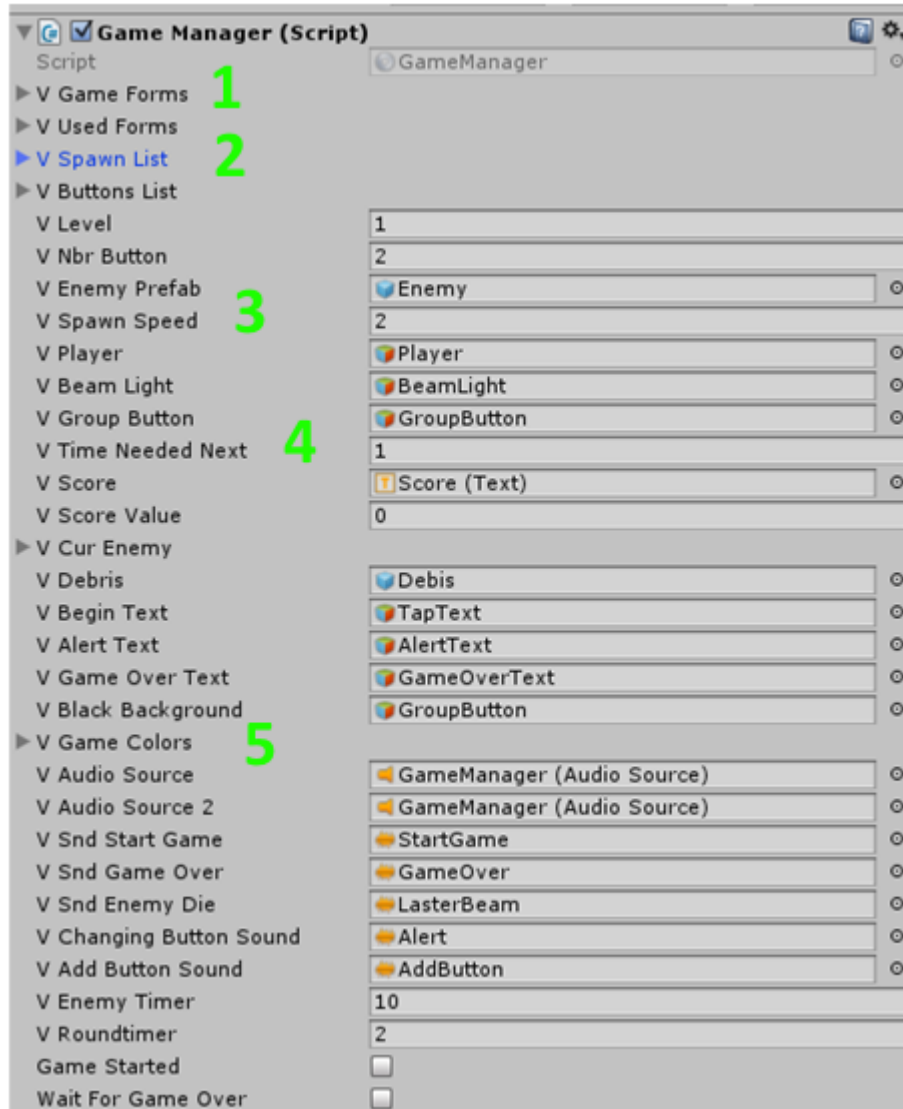
GameOver



GameManager (script)

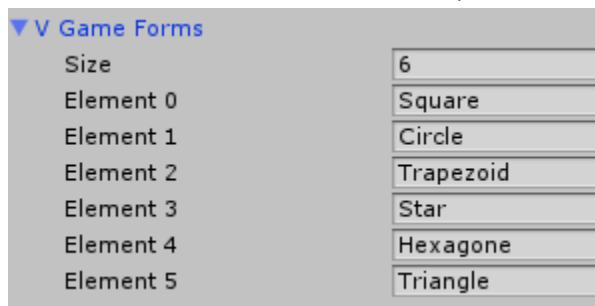
This script handle everything in the game.

Here how it look like.

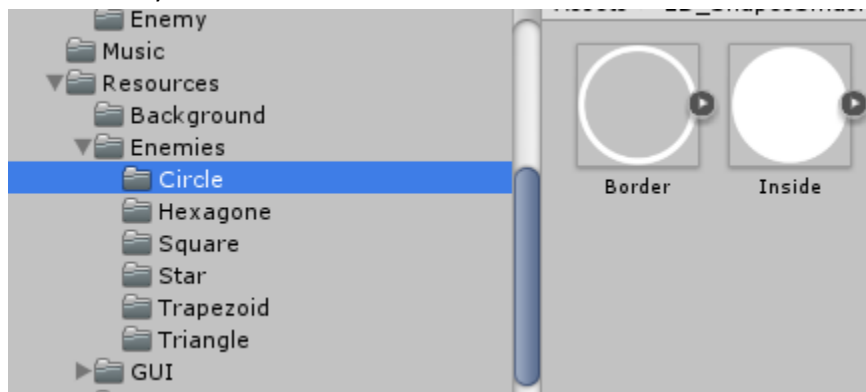


1 - VGameForms

- This list contains all the different shapes which will be spawned in-game.



If you want to add a new shape. Go into Resources->Enemies and all the shapes are there. Be sure to create the directory with the same exact name as above. Each shapes are "Enemies" which contains a Border and Inside in white so the game will be able to change the color automatically.



2- VSpawnList

- This list contains the 2x spawn object which create new shapes at the right.

3 - VSpawnSpeed

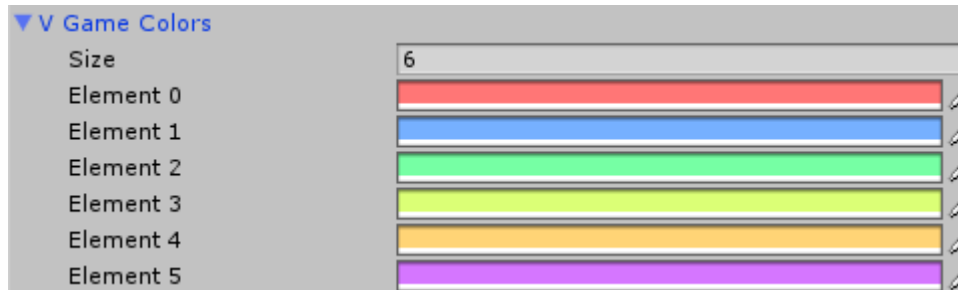
- Shape speed which will be increased as the game go further.

4- vTimeNeededNext

- This number is the timer to spawn new enemy. 1 = 1sec. Each time you destroy a shape, this number go lower, by very low so you'll die anyway.

5 - VGameColors

-This list contains all the 6x colors used in this game. If you want to add more, go ahead, create more color by changing it's size and the game will choose these colors automatically for the Shapes border or inside. There is no limit for the color.



You should not modify the other variables which are used in the background.
The sounds can be modified without any trouble!

Credit

Music (or Sound Effects) by Eric Matyas

- Dystopic-Mayhem

www.soundimage.org

