

# Level Rotator

Drag the finger left and right to rotate the level and to avoid obstacles.

As it progress it becomes harder and harder.

Try to complete all 28 levels.

## How to use this project?

Just open “mainMenu” scene from “Scene” folder and whole game will be ready for you.

## Scripts

HiddenObstacle.cs – Script that is attached to some of the obstacle objects. This script will scale up obstacle when player reach near it.

LevelProgressIndicator.cs – This will move the slider on top of the screen to show players progress.

Menus.cs - It is used for navigation through different menus.

MenuTransitionAnimation.cs – Fade in, fade out animation between menus.

ObstacleRotation.cs - Script that is attached to some of the obstacle objects. It will rotate obstacle on which this script it attached to.

PlayerMovement.cs – This script is used to move the ball and to detect collisions.

RotateLevel.cs – This script will rotate level when player drag mouse or finger.

SelectLevel.cs – This script will load level which player choose.

Vars.cs – Used for static variables