# Endless Maze

Touch the screen to speed up players movement and release the touch to slow down. Pass through as many obstacles as you can. If you pass through multiple obstacles without releasing the touch you will get combo bonus.

How to use this project?

Just open "game" scene from "Scenes" folder and whole game will be ready and set.

To change obstacles click on "Resources" folder, than click on the obstacle that you want to change and then you can change it as you want.
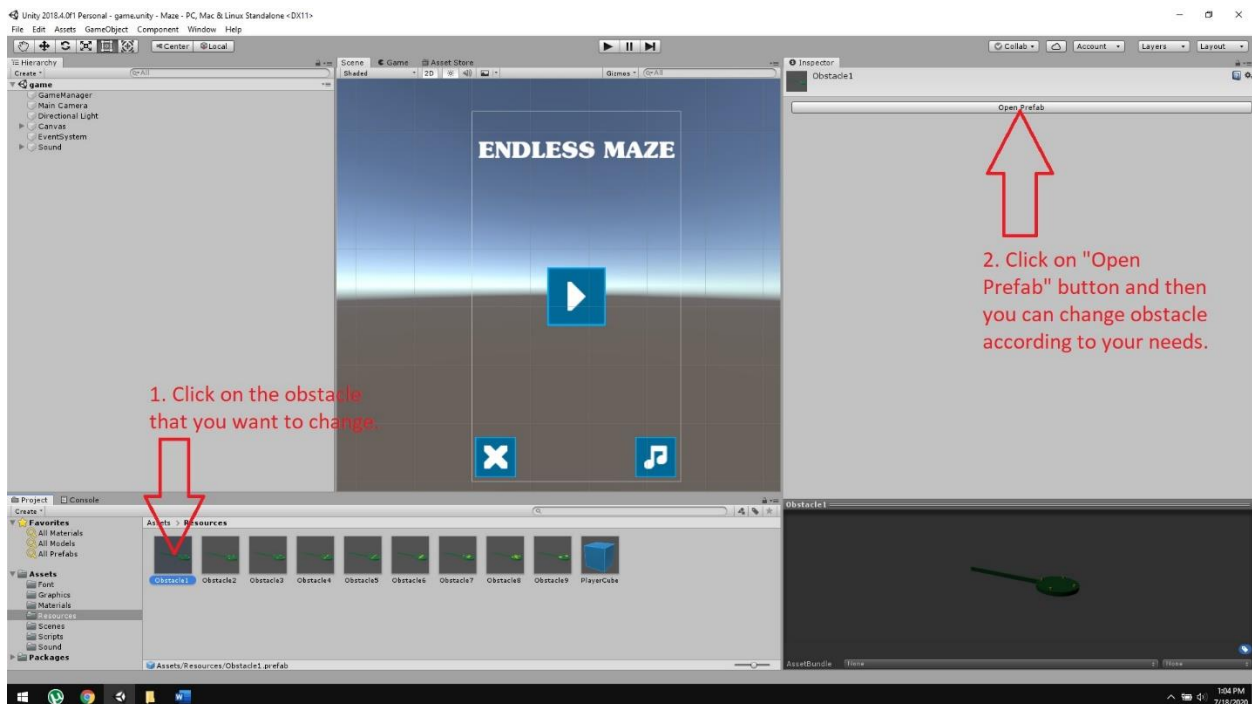
Scripts

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

- CameraSmoothFollow – This script is attached to the main camera and it is used to smoothly move the camera to adjust with the player position.

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

ObstacleEnd.cs – It is used to detect when player successfully passed through the obstacle.

ObstacleManagment.cs – It is used for creating new obstacles.

ObstacleRotation.cs – It is used for obstacle rotation.

ObstacleRotationReverse.cs – It is used for obstacle rotation on opposite direction from another obstacle.

PlayerLogic.cs – It is used for whole logic of the player – movement, collision detection, score management.

Vars.cs – all static variables.