Color Game :

its a color illusion game based on very popular color text illusion where color of color name is different and its only made for mobile platforms. example…

text: Red
color of the Text : green

content of the package :-
1. Art
2. Audio
3. Animation
4. Prefabs
5. Scenes
6. Scripts

Art : This folder contains the art used in the game which mostly includes buttons.

Audio : Single audio file with click sound is added in the project.

Animation : simple button rotation animation is included.

Prefabs : prefabs of different text with different colors are created in this folder.

Scenes : Three different scenes provided :-
– menu scene
– arcade scene
– timetrial scene

Scripts : the most important project content are scripts…All the scripts are described by commenting in them, here you'll can read the brief description of scripts.
Various Scripts :-
– **menucontrol** : contains the main menu UI scripting. it controls the transition of the different screens in menu scene.
– **levelcontrol :** it controls the selection of different levels in arcade and time trial mode.
– **paneladjust** : As this game does not uses new 4.6 UI, so this script is made to adjust some text and images in the scenes for different resolutions.
– **textcontrol :** This script is attached to the prefabs created and it sends the prefabs name to the other game object using sendmessage function. it also controls the movement and scaling of the prefabs.
– **textinstantiate :** This is the main script which compares button pressed color or text with text sended through text control script. it contains pause menu and game over functionality. all over this script is the brain of game.
– **textinstantiate1 :** It is the copy of textinstantiate script with a minute changes as this both scripts : textinstantiate and textinstantiate1 are used in arcade and time trial scene respectively.

You can understand more about the scripts in the commenting section of scripts. I'll advice you to play the game and understand it clearly before going through script. This project uses the concept of the string comparison and you can learn lot about the touch input as in this project three different methods are used to control the buttons for mobile devices.