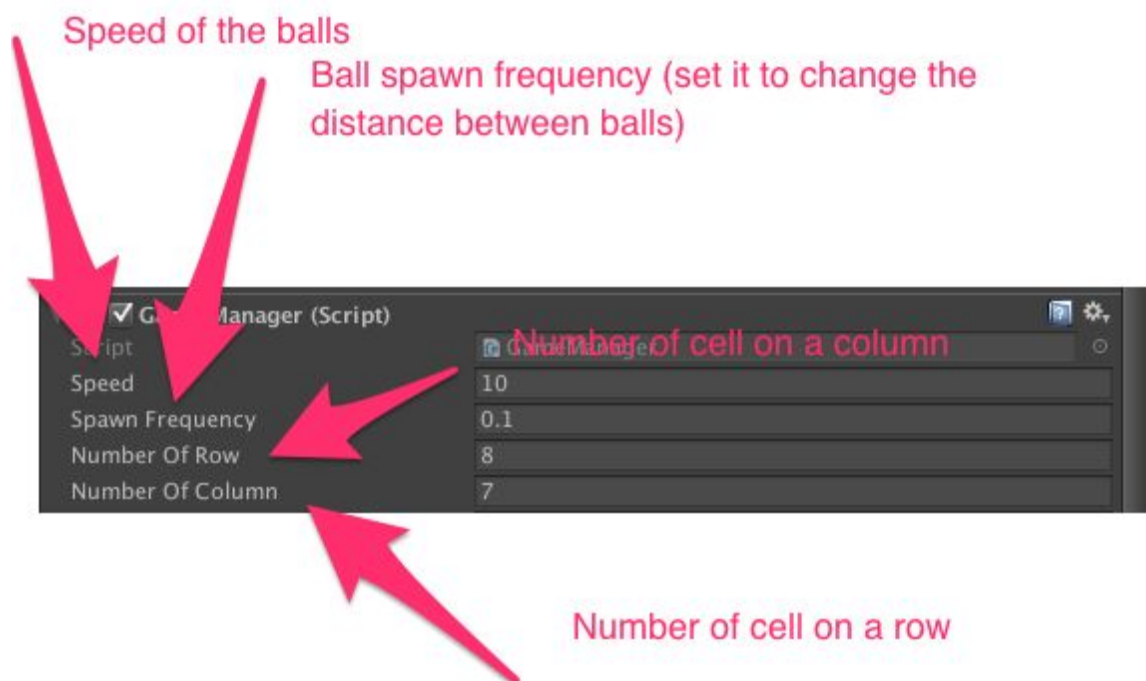# Thanks for your purchase

The Game :

Aim and throw balls at the bricks. You lose when a brick get to you.

Customize the GamePlay :

In the game manager :

Speed of the balls

Ball spawn frequency (set it to change the distance between balls)

☑ G Manager (Script)		
Script	Number of cell on a column	
Speed	10	
Spawn Frequency	0.1	
Number Of Row	8	
Number Of Column	7	

Number of cell on a row

Number of turn to upgrade the max number on bricks

the value of the incrementation

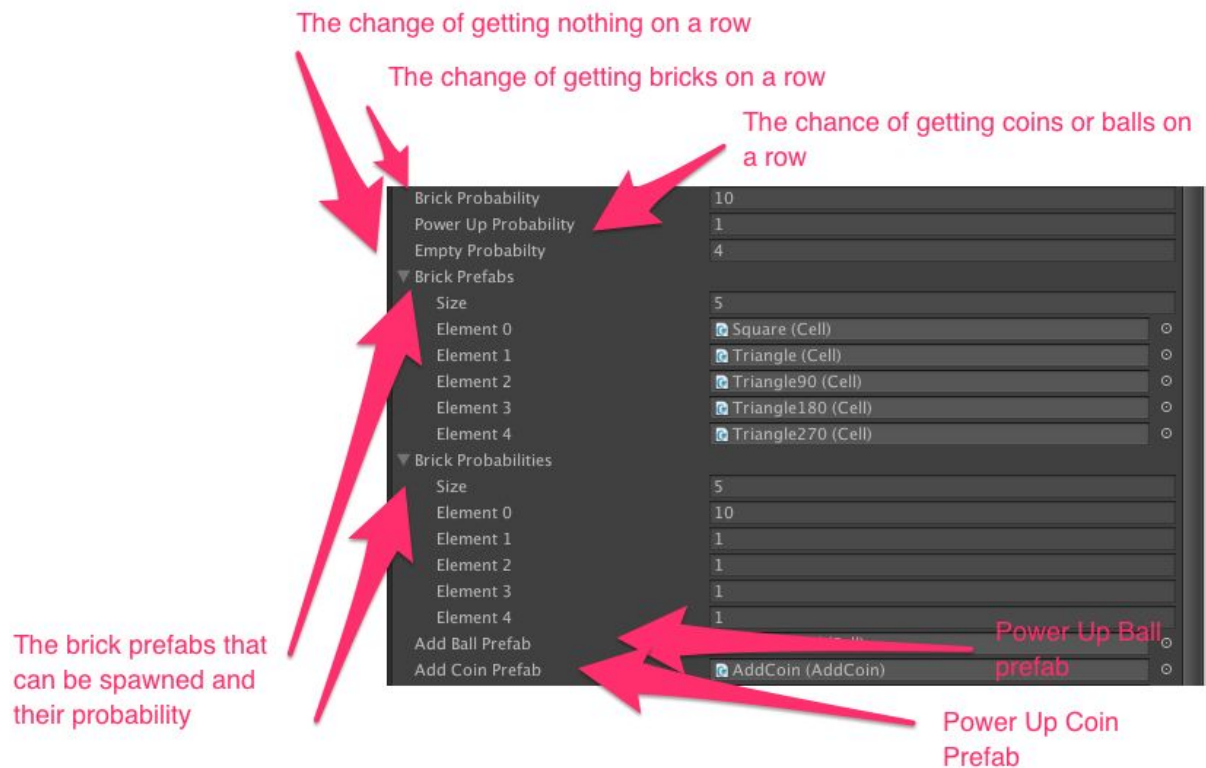|	
N Turn To Upgra. Max Cell Count	1
Upgrade Max Cell Count	1
N Turn To Upgrade Min Cell Count	5
Upgrade Min Cell Count	1

The value of the incrementation

Number of turn to upgrade the min number on bricks

The colors of the brick.The brick color depends on its number and the color step. For example if the brick number is 15 the color of the brick will be between the color of the ELEMENT 1 and the color of the ELEMENT 2

▼ Cell Colors	
Size	7
Element 0	
Element 1	
Element 2	
Element 3	
Element 4	
Element 5	
Element 6	
Color Step	10

The change of getting nothing on a row

The change of getting bricks on a row

The chance of getting coins or balls on a row

The brick prefabs that can be spawned and their probability

Power Up Ball prefab

Power Up Coin Prefab

Thanks!

Please rate my file, I'd appreciate it! http://u3d.as/N9m

Very Simple Combo Pack:

Everything is done for you: « Very Simple Combo Pack » is already implemented.
Get it here: http://u3d.as/yex

Very Simple Rate:

Everything is done for you: « Very Simple Rate » is already implemented.
Get it here: http://u3d.as/Dt2

Very Simple Leaderboard:

Everything is done for you: « Very Simple Leaderboard » is already implemented.
Get it here: http://u3d.as/qxf

Very Simple Share:

Everything is done for you: « Very Simple Share » is already implemented.
Get it here: http://u3d.as/u3N

Very Simple GIF:

Everything is done for you: « Very Simple GIF » is already implemented.
Get it here: http://u3d.as/ACQ