# HEXA

- Current version: 0.2

### WHAT IS HEXA

- It's a simple 2D game, made with Unity in C# language.

- Inspired in "SuperHexagon".

### OBJETIVE

- You have to dodge the hexagons with your white circle player in the center on the screen.

- Move the player with the horizontal arrows from your keyboard.

### HOW TO PLAY

- [WebGL version](https://github.com/panch1/Hexa/tree/master/WebGL) for devices with that support. (.html)

- [Windows/Mac version](https://github.com/panch1/Hexa/tree/master/WindowsMac) for PC. (.exe)

- Android/iOS versions aren't available yet

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More information: https://www.franciscososa.net/#hexa