Neon Ball

Use left and right arrow to move and up arrow to jump. Avoid obstacles and solve logical puzzles. Try to complete all 36 challenging levels!

Features

- Multiplatform support (PC, WebGL, android, iOS...)
- On screen controls for android and iOS
- 36 levels, very easy to make and add new ones

How to use this project?

Just open the "MainMenu" scene from "Scenes" folder and everything will be ready and set

Scripts

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

CameraFollow.cs – It is attached to the Main Camera and it is used to follow the player when he is moving and jumping

FixedPositionObstacle.cs – It is attached to the obstacles that needs to stay at the fixed position all the time

FlagAnimation.cs – It will animate the flag when player completes the level

LevelPanel.cs – Used in level select menu for navigation through different level panels

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

MenuTransitionAnimation.cs – It will show fade in – fade out effect when player navigate through different menus

ObstacleLeftRightMovement.cs – It is attached to the obstacles that are moving left – right on the scene

ObstacleMovementButton.cs – It is attached to the button, when pressed, it will trigger the obstacle movement

ObstacleShowHide.cs – It is used to show/hide obstacle on the scene

ObstacleUpDownMovement - It is attached to the obstacles that are moving up – down on the scene

PlayerMovement – Used for the player controls

Playtime – Used to calculate how much time player has spent in the game

Sound.cs – Singleton that is placed on "Sound" game object in scene hierarchy and it is used to keep that game object while player is navigating through the different scenes

Statistics.cs – Used to show statistics in the stats menu

TittleAnimation.cs – Used to animate the tittle on the main scene

UnlockLevel.cs – Used to lock/unlock level buttons in the level select menu