README:
 Tools used: Unity3d
Game name is omapeli1.
One Player ball, two Robot enemies.

Player: Goal to hit rotating cubes (12 cubes) so that they vanish.
There is count number in left upper corner.
Player moves by left and up arrors.
Player try to stay on board.

Robot: Shoots fireballs towards to the Player.
Player can accidently jump over the board and then game is over.

Game is closed by closing the webpage in right upper corner.

Game can be started by clicking above address:
http://pcturune.users.cs.helsinki.fi/Omapeli1/Omapeli1/Builds/omapeli1.html

Minigame is saved in github:
I have saved scripts, prefabs,scenes and so on to address:

https://github.com/pturunen/Omapeli1/