Color Cube

Tap on the cube to change its colors to match the approaching cubes!

Matching the color of the approaching cube will allow you to pass through the cube .

You need to match colors of all 9 cubes in order to pass.

Every time you pass through the block you will get +1 score.

Features:

- Endless gameplay

- Very easy to implement untiy rewarded ads (just uncomment code from UnityAdsExample script and put your game id).

- Easy implement google play games or apple game center leaderboard. Just call Social.ReportScore(PlayerPrefs.GetInt ("bestScore"), "YOUR LEADERBOARD ID", (bool success) => {}) to upload best score to leaderboard

How to use this project?

Just open "game" scene from "Scenes" folder and there you go, whole game is ready for you.

Scripts

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

ColorSwap.cs – It is attached to player object and it is used to change colors on players cube.

CubeCollisionDetection.cs – It is used to detect when cubes with different colors collide to fire game over menu

MenuSelect.cs - It is used for navigation through different menus.

Obstacle.cs – It is used to set random color on obstacle cubes.

PlayerLogic.cs – It is used to move player and to detect when player successfully passed through obstacles. This script will increase score by one when player pass through obstacle

SoundSingleton.cs – It is used to always keep "Sound" game object on the scene.

UnityAdsExample.cs – It is used to show ads.