

# SWIPE ROLL BALL PHYSICS

## DOCUMENTATION

### **What is swipe roll ball physics?**

Swipe roll ball physics is an asset with which you can with which you can control a ball movement by swipe movements on the screen of a smartphone or in unity via "Device Simulator" package.

### **Contents:**

- 1.A ball controlling system which moves (by rotating the ball) and controls the ball .
- 2.A swipe input system to receive swipe inputs from the touchscreen of smartphones which is needed to move and control the ball.
- 3.A great camera follower to follow the ball.

The demoscene has been set up integrating all these parts together, demonstrating up-and running controllable ball movement. Now you are ready to make environments , levels and make a full fledged game with this setup.

### **Technical details:**

Just drag and drop the "All" prefab in your scene, and you are good to go. Now you can unpack the prefab and delete the scenes and modify the environment.

Ball\_Controller.cs - Used to move and control the ball.

Local\_Data.cs - Used to hold sharable data among the scripts.

Touch\_Input.cs- Used to get the swipe input data from the touch screen.

Cam\_Follow.cs - Used to control the camera which follows the ball.

If you face any problem mail me at [sohamm10@gmail.com](mailto:sohamm10@gmail.com)