

Boom Ballz

Shoot the balls and break bricks in this endless demolition game.

How to play:

- Touch the screen with your finger and move to aim.
- Find best positions and angles to hit all bricks.
- Break as many bricks as possible before they hit the bottom.
- Collect stars to unlock additional balls.

Features:

- Endless gameplay
- 12 achievements to unlock
- 18 new balls to unlocks
- Multilanguage support (English, Italian, Serbian)

How to use this project?

Just open “gameplay” scene from “Scene” 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:

AchievementMenu.cs – gets called when achievement menu is opened. This script checks which achievements are unlocked, and shows unlocked achievements icons.

AchievementPanelSortingLayer.cs – it is placed on achievement pop up object. It is used to place achievement pop up above UI.

AchievementUnlocked.cs - it is called when new achievement is unlocked to show achievement pop up

BricksWave.cs – it is placed on “brick” prefab (inside “Resources” folder). Gets called when new brick is placed in the scene and when ball hits the brick.

CameraSize.cs – it will adjust camera size to fit every screen.

ChangeBall.cs – gets called when user try to buy new ball inside “ballz shop” menu.

ChangeLanguage.cs – it is used for localization.

CollectBall.cs – it is called when player collects new ball

CollectStar.cs – it is called when player collects star

FlexibleGridLayout.cs – it is called in “ballz shop” and “achievements” menu to dynamically resize layout for different screen size.

MainBall.cs – it is called for shooting balls and it is placed on “ball” game object in scene hierarchy

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

MoveDownObjects.cs – it is used to move all objects down after new wave

ObjectPlacement.cs – it is used to place new object (brick, bonus ball or star) on the scene

OtherBalls.cs – it is placed on “ball” prefab inside “Resources” folder and it is used to check when balls hits bottom collider and to move all balls to the position where first ball hit bottom collider

Sound.cs – it is placed on “Sound” game object in scene hierarchy and it is used to keep that game object on the scene when game is restarted.

SoundOnOff.cs – it is used to turn sound on / off.

StartMenuBall.cs – it is used on main menu ball to add force and change ball sprite

Vars.cs – all static variables