

Catch The Balls

How to use this project? - Just open "gameScene" 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:

BackgroundMovement.cs – Used to make an infinite background movement loop

GameOver.cs – Used to end the game when ball gets of the screen

LoadBalls.cs – Used to load balls at the top of the screen

MenuSelect.cs – Used to change the menus (main menu / game menu / pause menu / game over menu)

Player.cs – Used for controlling the player movement and catching the balls

**THANK YOU SOOOO MUCH FOR CHOOSING MY ASSETS I
REALLY APPRECIATE IT! I HOPE YOU WILL LIKE MY WORK!
WISH YOU ALL THE BEST!**