

Flippy Platforms

Spin the wheel to rotate all platforms on the level and guide ball to the exit. Progress through the various combinations of obstacles and try to complete all 21 level.

Game is ready for release. Currently have 21 level, it is very easy to edit and add new levels.

How to use this project?

Just open “mainMenu” scene from “Scene” folder and whole game is ready for you.

Scripts

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

- BallLogic.cs – Detects when ball falls out of the level and triggers the explosion particle effect and show game over menu.
- CameraFollow.cs – It is used on the camera to follow the ball.
- GameMenus.cs – It is used for navigation through different menus.
- LevelEnd.cs – It is used to show “level complete” menu when balls comes to the end.
- ObjectsRotation.cs – It is used to rotate all movable objects in the level when player spins the wheel.
- PlayButtonAnimation.cs – Zoom in and zoom out animation on the play button in the main menu.

- Sound.cs – it is placed on “Sound” game object in scene hierarchy and it is used to keep that game object on the scene whole time.
- UnlockLevel.cs – It is used in level select menu to unlock all levels that user has completed plus the next one