Primitive Pang

* **Player Controller**

For controlling the player (Box) horizontal axis value to move it left right respectively.

* **Spawn Manager**

For spawning the balls of different type including big, medium, and small at respective location.

* **Out of Bound**

To make the projectile (Rod) time bound, after that it will destroy.

* **Move Up**

Controlling the speed of the projectile (Rod) in upward direction and making it stop after a certain position.

* **Ball Bounce**

Making the ball bounce in upward as well as left and right horizontally by adding some force.

* **Destroy Balls**

On the projectile (Rod) collision with the balls, will make it destroy both itself as well as ball collided.

Game Mechanics

* Big balls with spawn after the 3 sec of the game start, to help player get ready.
* Each projectile (Rod) can be spawned after 1 sec of previous spawn to prevent the multiple spawns
* Lifetime of each projectile is 5 sec.
* If projectile collides with any ball, both projectile and the ball will be destroyed.
* If big ball destroys, medium is instantiated and if medium is destroyed then small ball is instantiating.
* Balls don’t have any certain lifetime they can only be destroyed by collision with projectile.
* If any ball collides with the player the game is over so time will freeze, restart simulation to play again.
* On each destroy of ball score is being count and shown on console on every destroy.