Jumping ball

Very minimalistic UI and simple gameplay with one touch controls.
Your only goal is to make it to the top of the level.
Game has 51 levels, try to complete them all.

How to use this project?

Just open the "Game" scene from the "Scenes" folder and whole game will be ready for you.

Scripts

- If you need to edit/change some code here is what you need to know about scripts:
- BallControl.cs – Used for ball logic.
- CameraFollow.cs – This script is attached to the Main Camera and it is used to follow the ball.
- DestroyHitParticle.cs – Used to destroy particle effect that is triggered when user hits the obstacle
- Menus.cs - It is used for navigation through different menus.
- MenuTransitionAnimation.cs – Used for making an fade in-fade out animation when navigating through different menus.
- TittleAnimation.cs - Zoom in and zoom out animation on the title in the main menu.
- UnlockLevel.cs – It is used in the level select menu to unlock all levels that user has completed plus the next one.
- Vars.cs – Used for static variables.