**PROGRAMMING THE BALL MOVEMENT**

Move into level1 scene.

Adding the background to the scene:

Drag and drop the sky image and then resize to the game screen.

Creating a sorting layer for sprite:

Sorting Layer: A layer within sprites by which we can differentiate between sprites.

We want our sky to be background sorting layer, Pipes in the foreground sorting layer and ball in the middle ground sorting layer.

* Select the sky, Go to Sorting Layer > Add Sorting Layer then add a sorting layer “Background”. Add another one “MiddleGround”. Add another one “ForeGround”.
* Now go to the sky and, go to sorting layer and select background.

Adding the Ball:

* Drag and Drop “BallFace1” to the scene.
* Select the sorting layer and select MiddleGround.
* Select “BallFace1” and make Pixels Per Unit to 200 and click on Apply button.

Pixels Per Unit: Pixels of the image per unit in the unity.

Adding a Rigidbody component to the ball:

* Select the ball, Add Component > Physics 2D > Rigidbody 2D.
* Make the Is Kinematic property true. From Body Type, select Kinematic.
* Make Angular Drag 0.

Adding a Circle collider to the ball:

* Select the ball, Add Component > Physics 2D > Circle collider 2D.

Create a BallController Script.