

[illegible]

BallHitSound

- ```
// 000000000000000000000000
public class BallHitSound : MonoBehaviour
{

 // 000000000000
 [SerializeField]
 private AudioClip clip;

 void OnCollisionEnter2D(Collision2D other)
 {
 // 0000Ball?
 // 000000000000
 if (other.gameObject.CompareTag("Ball"))
 AudioSource.PlayClipAtPoint(clip, transform.position);
 }
}
```

[illegible]

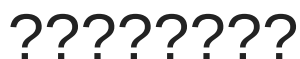
clip

????????

Two empty ten-frames are provided for recording the tens and ones of the number 14. Each ten-frame is a rectangle divided into ten equal squares, arranged in two rows of five.

BallHitSound 

## BallReboundBrick



## BallDestroy

Inspector

```
// 球を撃つためのクラス
public class BallDestroy : MonoBehaviour
{
 // BallShooterを参照
 [SerializeField]
 private BallShooter ballShooter;
```

```

// GameManager
[SerializeField]
private GameManager gameManager;

// AudioClip
[SerializeField]
private AudioClip clip;

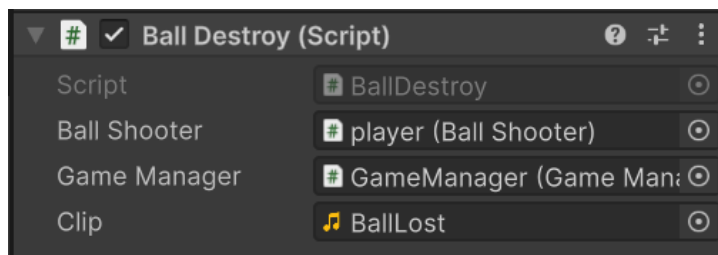
//
private void OnTriggerEnter2D(Collider2D other)
{
 //
 Destroy(other.gameObject);

 //
 AudioSource.PlayClipAtPoint(clip, transform.position);

 //
 ballShooter.BallDestroyed();
 gameManager.BallDestroyed();
}
}

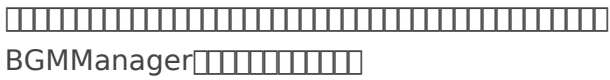
```

Unity BottomTrigger BallDestroy BallLost



## BGM

BGM BGM 1 BGM AudioSource  
 Play On Awake  
 Audio Generator BGM



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