

★ JESUS WEPT (NOTES) ★

- ↳ BLOCKS (CAKE) ↳ PLATFORM (PLATE) ↳ WIN TRIGGER (PONG) (AKA VIEWABLE OBJECTS) ↳ PLAYER (DEFENDER)
- ↳ DESTROY TRIGGER (OFF SCREEN)
- ↳ ABILITY TO RESTART ↳ WIN SCREEN
- ↳ ~~ORDER~~ ORDER OF OPERATIONS: DROP BLOCK → CONTINUE TO BUILD TOWER → IF TOWER FAILS, CONTINUE DROPPING w/ STRATEGY → PIECES FALL OUT OF SIGHT (EXTRAORDINARY) → BUILD TOWER TO PINK FARLEFIELD → IF TOWER DROPS IN LESS THAN 7 SECONDS, KEEP BUILDING → IF TOWER ABLE TO STAND FOR MORE THAN ~~7~~ 7 SECS. ~~TRIGGER~~ WIN! → RESTART OR QUIT!
- ↳ NOTE: MUSIC?
- ↳ "GAME OBJECT" = ALL ENTITIES?

To - Do:

- ★ UPLOAD PROCESS WORK!
- ★ MERGE TO MAIN!

- ↳ DROPPING FULLY IN A BASKET?
- ↳ STALKING (TOTEM) GAME?
- ↳ WORSE COMES TO WORSE... PONG
- ↳ DROPPING SOMETHING w/ GRAV.
- ↳ CHECK TOTEM GAME FOR SHAPES?
- ↳ 9-SLICK CAKE TEXTURE, OR TRANSLUCENT RED FOR JELLO
- ↳ HEIGHT TRIGGER = WIN STATE
- ↳ ARE SOFT-BODY OBJECTS A THING IN UNITY? ↳ RANDOMIZED SHAPES
- ↳ TIMER SET TO SHAPE DROP?



- ↳ OPTION TO TURN PIECES? ↳ ROTATE OR SNAP-TO-POSITION?
- ↳ HOW TO DO LOSE TRIGGER? TIME LIMIT?
- ↳ NO PHYSICS, AND THEN PHYSICS w/ TIMERS? OR PURE PHYSICS, WHERE ONE ITEM DROP = LOSS?
- CUBES → CHILDREN'S
- BLOCKS → TOWER-BUILDING
- HEIGHT + STABILITY