**BinBall**

**Overview:**

PinBall is an office basketball game, where the player try to score as much point as possible by throwing the balls into the bin.

**Game Mode:**

Game contain two mode, training mode get the player familiar with the throwing mechanic and adjust his throwing speed and aiming, the second mode is the timed mode, where the player try to score as much as possible within a limited time of 90 seconds, player can beat his own high score overtime.

**Development**

**VR Systems**: STEAMVR sdk is used for motion tracking and hand interaction and animation, this is a ready to go solution get the a VR player in the scene.

**BallsGenerator**: It is a system that generate balls every time it hits the floor or it hits the goal and at the start of each exercise.

**CollisionDetection:** it checks what object did the ball collided with and based on which it decide if it is a goal or not, and trigger an event to generate a ball.

**MovementLerper:** it controls the movement of the bin back and forth and the speed of the movement, which will control the difficulty.

There are other systems like the timer, which displays the countdown of the game, and adjust difficulty over time, and the UI manager and Score Manager, which manage the update of the UI the Scene and the scoring.

Data is being stored and shared between components as scriptable object which is best practice for decoupling.

**Graphics:**

URP is used for high graphics fidelity, and boost for performance in VR.