**Production Log: COSMIC PING 2D**

# Technical

COSMIC PING 2D is built using the Unity Engine and is scripted in C#. Its version control is handled using Git, GitHub and GitKraken.

# Mechanics

* Energy Orbs
  + Mass
  + Gravity
  + Combine on collision
  + Explode at critical mass
* Paddles
  + Paddles move
  + Orbs bounce off paddles
  + Paddles charge up and shoot out orbs
* Playing field
  + Barriers
  + Health bars & winning

# Gameplay Loop

Explain the gameplay loop.

# Programming Fundamentals

(variables, if statements, loops, arrays, functions, and classes)

How are classes, functions, variables, if statements, loops and arrays used in your code?