

Plinko mod ideas

1. Being able to occasionally launch/jump in a direction
2. A bouncy mode where the ball temporarily bounces way more than usual
3. A move where the player can increase their weight and fall faster *
4. Point bumpies that grant bonus points if you hit them *
5. Shift/move left or right as the disc falls *
6. Play a few rounds and tally the final score *

Increasing weight move

1. Create/edit a button in unity editor (LShift) to hold for the move, perhaps modify fire2
2. While holding the button, increase the mass or gravity of the disc's 2D rigid body, depending on what works better. This will be done as a function in Player.cs
(use if (input fire2 and activeDisc != null))
3. Make sure weight is normal when button release

Adding rounds and a final score

1. ~~After the disc is destroyed, increase~~

1. set round to 1

2. After disc is destroyed, round $+= 1$

3. when round > 5 , game ends and displays final score

Adding point bubbles

1. ~~add~~ create new 2D sprite - circle

(ideally) add text on top displaying point value

2. Attach 2D box collider and check trigger

3. instead of destroying the disc, destroy the bubble

Challenges

After integrating my round system, upon the ball hitting the score triggers, it stated an error, "NullReferenceException! Object reference not set to an instance of an object", the ball is no longer destroyed and no score is counted,

through testing, it appears that I may have incorrectly used my new AddRound function, removing it from score trigger fixes the game from not working.

Okay! Awesome! After trying new things and looking I found out the triggers weren't connected to the script to update the round counter! The triggers Add +1 to the round count on trigger,

when trying to code a game over screen after 5 rounds, I received a new error, "Unassigned reference Exception; The variable disc of player has not been assigned" This error confused me, I wonder if my tampering got rid of a connection between the object and script somehow