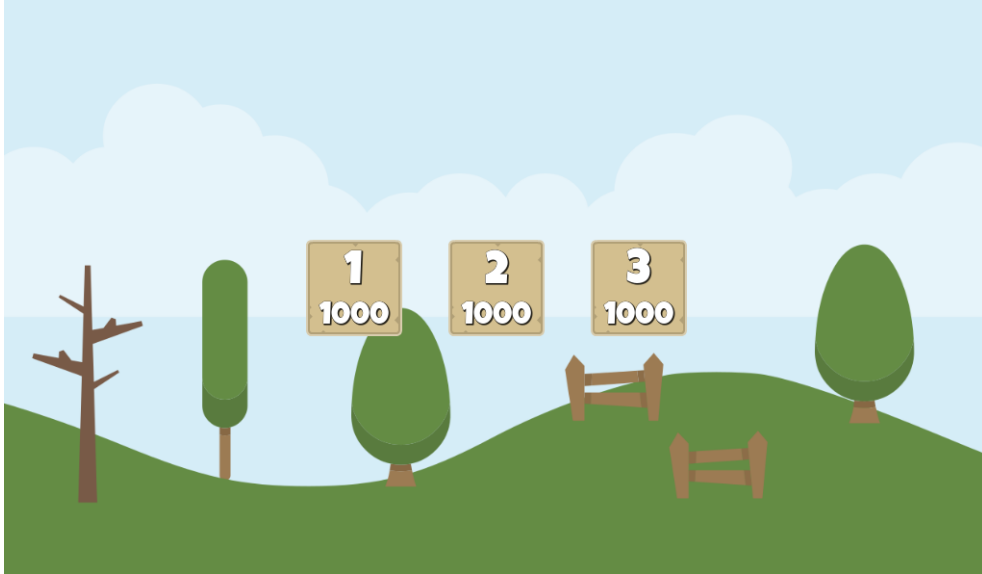


# Game Screens

## Main



## Level



# Animal Scene



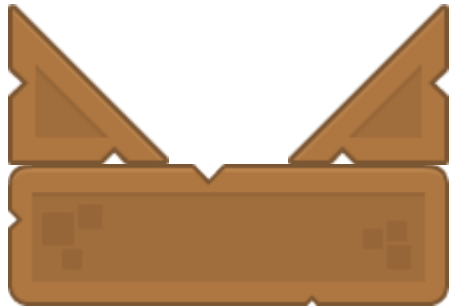
**„Drag Action“**

**Arrow rotates with drag**

**Arrow grows with drag**

**Impulse on release**

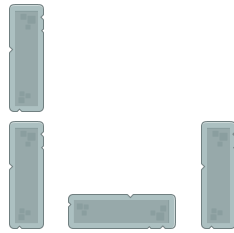
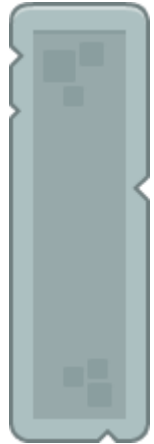
# Cup Scene



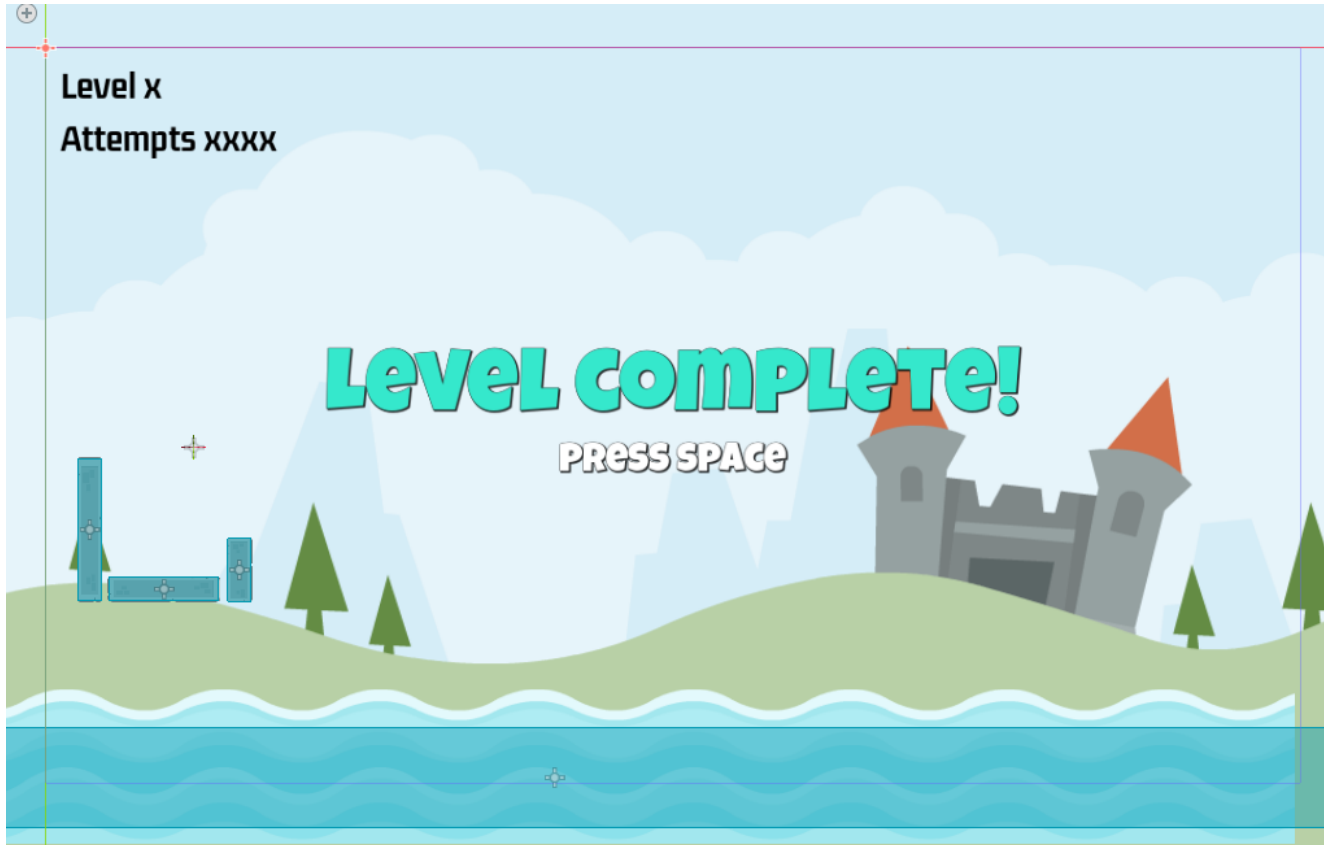
**Static physics body**

**Vanishing animation**

## Wall Scene (for launch area)



# Level Scene



**Same scene script  
for all levels**

**Basic UI**

**„Floor“ (water)**

**Launch Area**

## Main Screen Level Button



**Level Number**

**Best Score**

# Mechanics

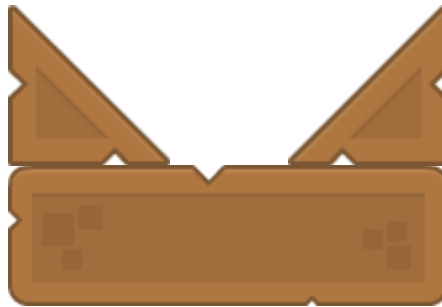


**Behave as a „real“  
physics object**

**Fall on its' own**

**Bounce ( a little )**

**Roll**



# Mechanics



**Behave as a „real“  
physics object**

**Fall on its' own**

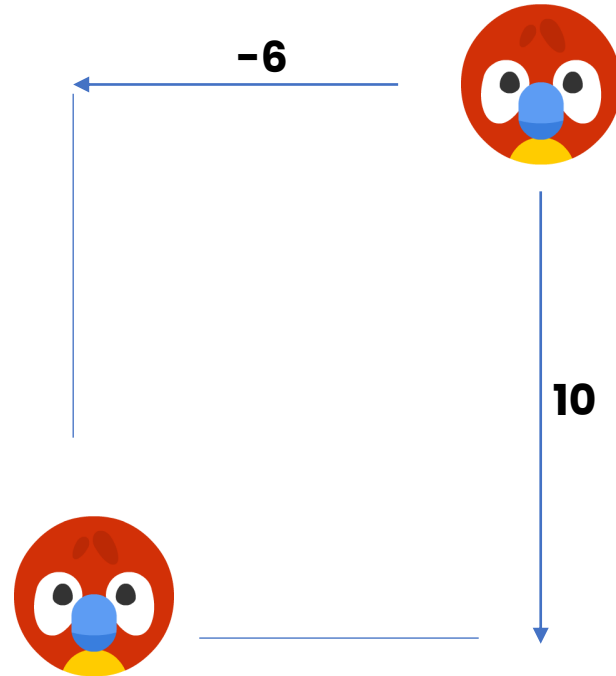
**Bounce ( a little )**

**Roll**

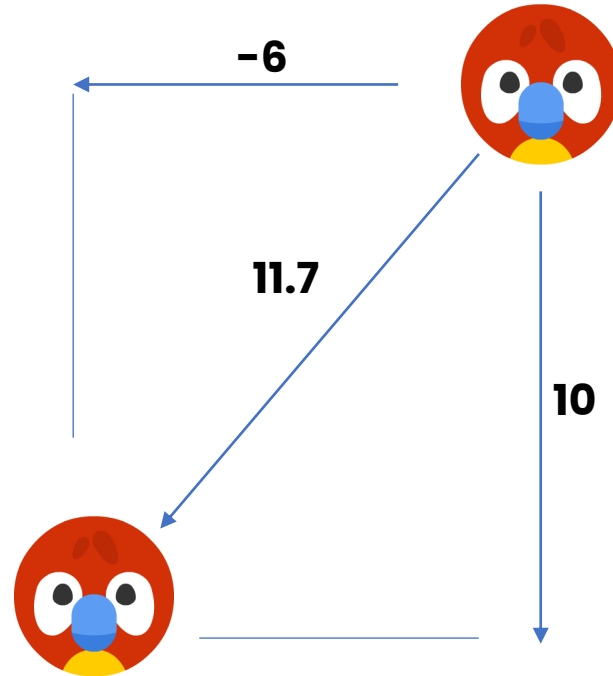




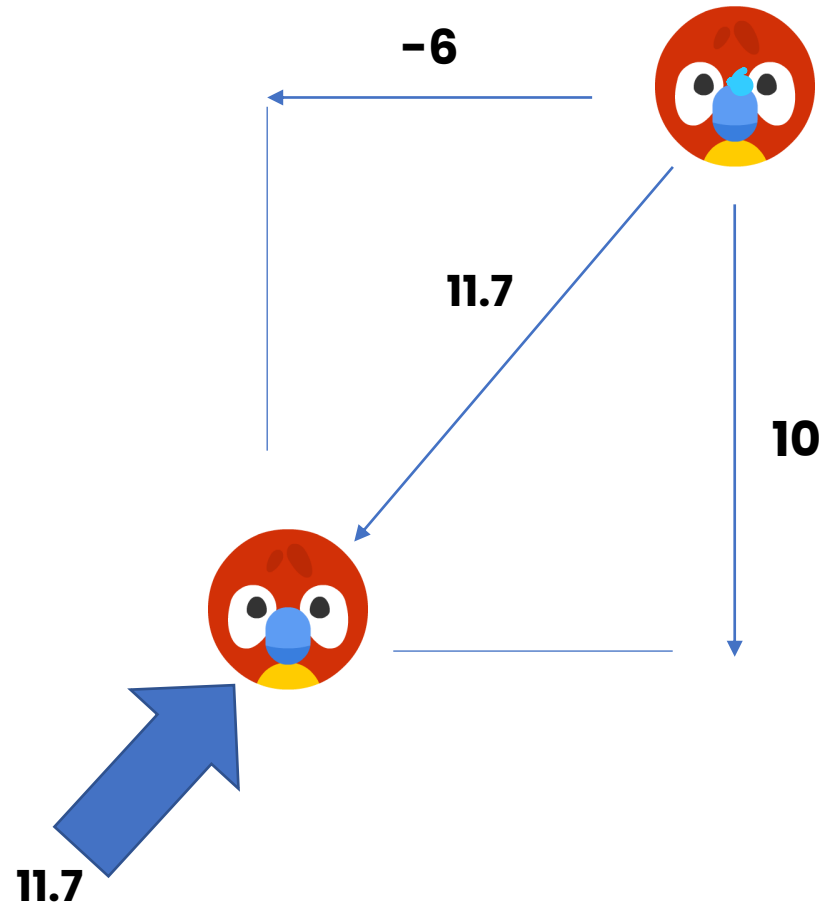
# Mechanics



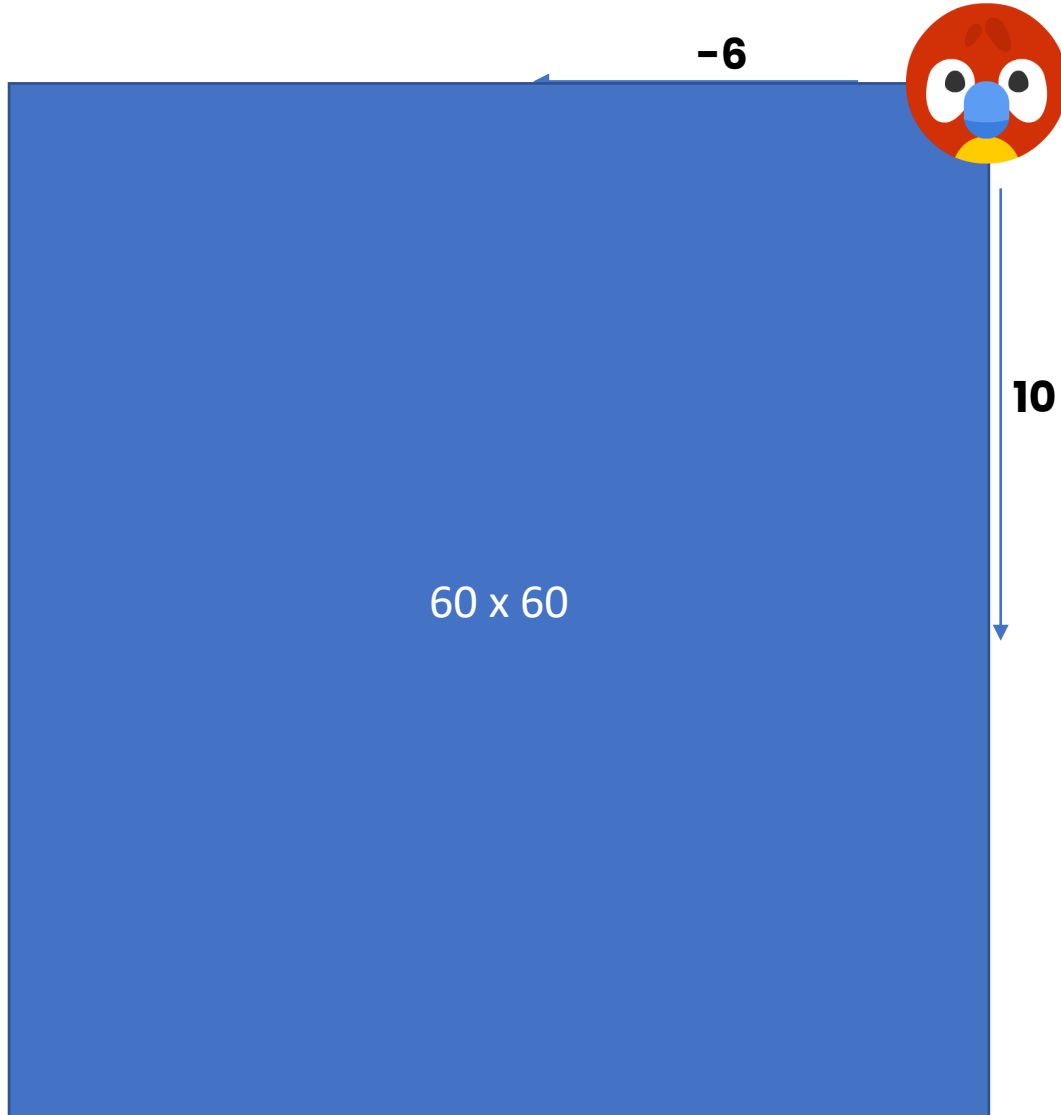
# Mechanics



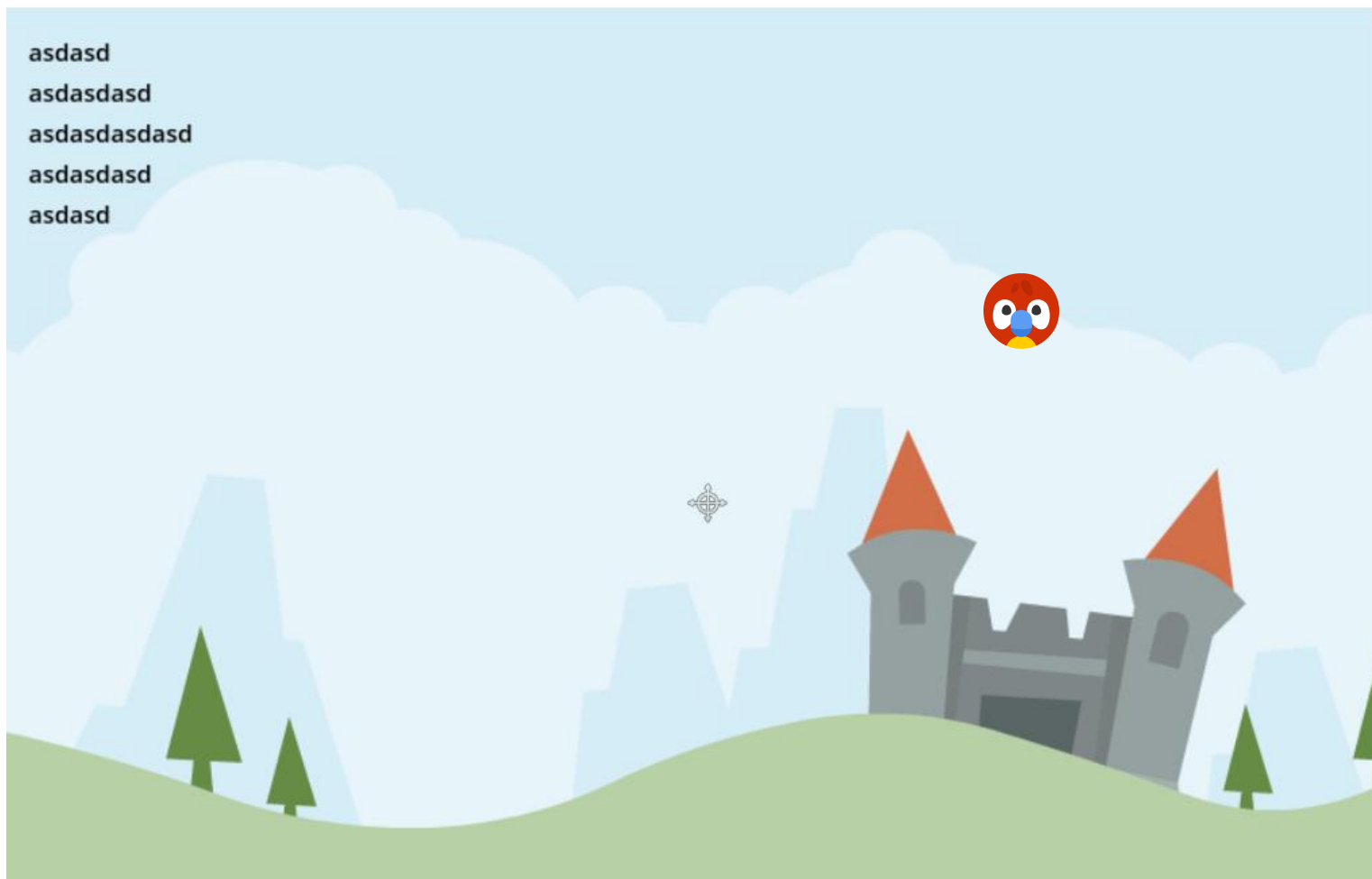
# Mechanics



# Mechanics



asdasd  
asdasdasd  
asdasdasdasd  
asdasdasd  
asdasd





**\_dragging = false**

**\_released = false**

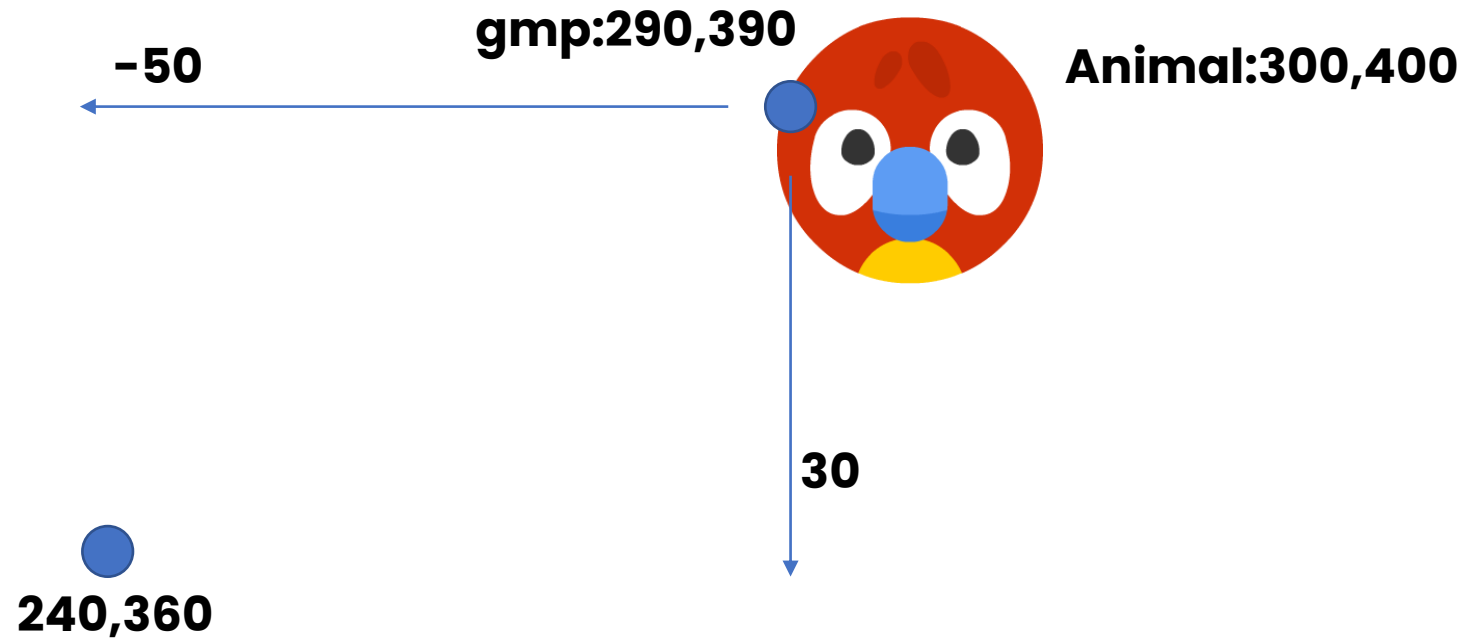
**\_drag\_start = Vector2(x,y)**

**\_last\_drag\_position = Vector2(x,y)**

**\_dragged\_vector= Vector2(x,y)**

**\_fired\_time = 0**

**\_last\_drag\_amount = 0**



**`_dragged_vector = Vector2(-50,30)`**

**`global_position = Vector2(250,370)`**

## Mouse Down



**\_dragging = true**

**\_released = false**

**\_drag\_start = MousePosition**

**\_last\_drag\_position = MousePosition**

**\_dragged\_vector = Vector2(0,0)**

**\_fired\_time = 0**

**\_last\_drag\_amount = 0**



## Mouse Drag



Move Sprite

**\_dragging = true**

**\_released = false**

**\_drag\_start = MousePosition**

**\_last\_drag\_position = MousePosition**

**\_dragged\_vector = Vector2(x,y)**

**\_fired\_time = 0**

**\_last\_drag\_amount = 1.2**

## Mouse Up



**\_dragging = false**

**\_released = true**

**\_drag\_start = MousePosition**

**\_last\_drag\_position= MousePosition**

**\_dragged\_vector = Vector2(x,y)**

**\_fired\_time = 0**

**\_last\_drag\_amount = 1.2**

**Flying**



**\_dragging = false**

**\_released = true**

**\_drag\_start = MousePosition**

**\_last\_drag\_position= MousePosition**

**\_dragged\_vector = Vector2(x,y)**

**\_fired\_time = 0.1**

**\_last\_drag\_amount = 1.2**

Hit



**Detect Cup or water**

