# Title and People

Title: Pachinki

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Reviewers:

Last Updated: 5th April 2022

# Overview

Player has 5 metal balls and a pachinko machine in front of them. A ball is automatically inserted when the player presses the “Shoot” button. If the player holds the button down longer, the more force the ball is added when it is released. The aim of the player is to use this build up of force to correctly aim the ball into the hole that would give the most points.  
The holes that give points would be at the bottom of the machine, with the most points one – say 30 points – at the centre, and the holes that give less points – lets say 5 points – near the edges.

# Context

The project is necessary for me, as to finish this Unity course. It is also a small fun game to program.

# Goals and Non-Goals

Goals would be to align this project to match what the course is requiring of me.

# Milestones

* Building the machine and appearance
* Have balls shoot out when press the button
* Have button modify ball speed
* have score be affected by holes at the bottom

# Alternative Solutions

Basketball game, Sorting game, etc

# Testability, Monitoring and Alerting

# Cross-Team Impact

Won’t cost any money as its just me working on it, it won’t expose any security risks either. Negative consequences would be that it uses up time I could use in other parts of the course.

# Open Questions

# Detailed Scoping and Timeline

Design Document : 4:00pm

Prototype : 6:00pm