# *Process Work for Assignment 5*

Plan

- Coin drop game similar to the minigame from Nintendo Land
- Texture over the usual ball at the top to look like Claire
- Ronin (a treasure hunter) waits at the bottom as Blair (a ghost aka the player/mouse) moves bars blocking the path to Ronin, who is collecting the coins at the bottom
- The mouse texture will take inspo from my interactive 2D drawing project, same code applied mixed with my group 2D game sprite asset code
- Draw out the idea of what the game will look like
- Similar to the Plinko game, but there are gold gates (lines) that are in between the balls, hopefully going to be able to get the gates to disappear when the player clicks on them to make it look like Blair is making them disappear for Ronin to collect
- Turning the game into a puzzle game, making the gates disappear to get the coins to Ronin at the bottom
- The coins will look like blue jewels
- Red skulls will indicate booby traps
- To win the game, you must get all of the coins to Ronin without losing coins in the booby traps
- Possible time limit? (probably not)

Here's what it should roughly look like once completed:
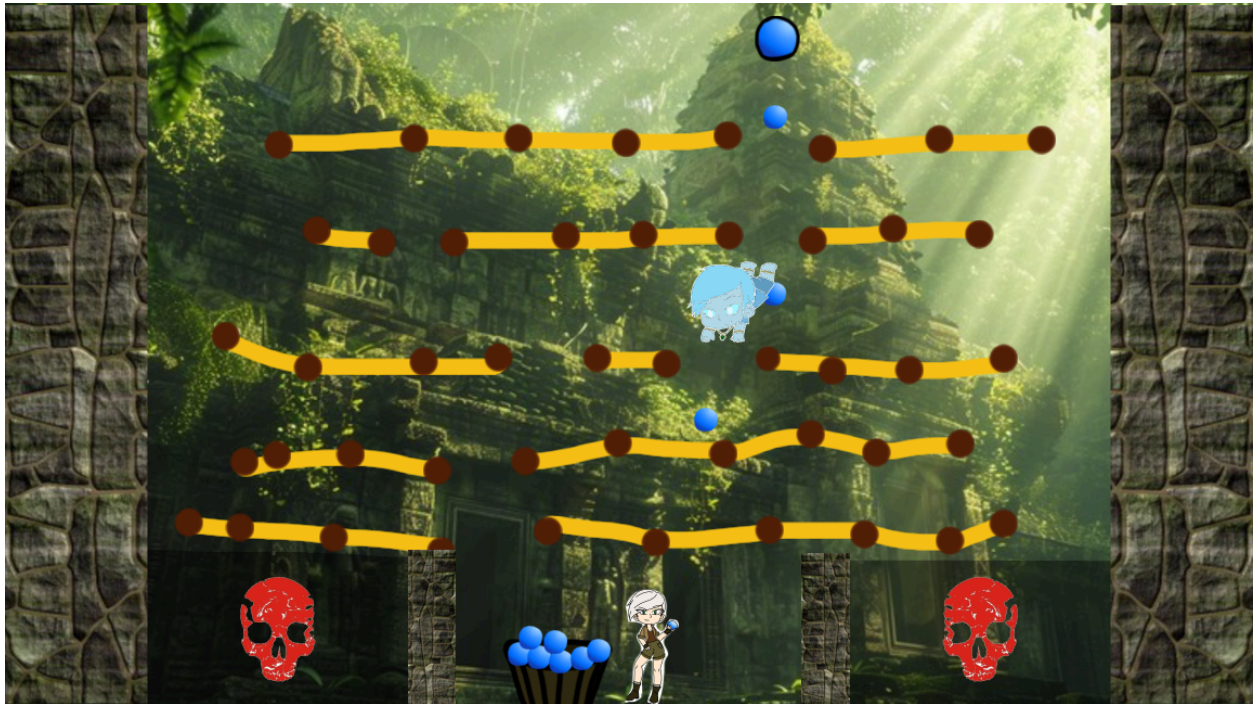
Process

- Created Godot project
- Added first shape (rectangle)
- Added collision
- Added the mouse sprite of Ronin, had to rescale the image a few times to get it to be a perfect fit or at least to what I wanted
- Added collision
- Added the static body shapes of the walls
- Added the static body shapes of the ball barriers
- Changed colour of the balls (had issues trying to change all of the colours at once at first)
- Added sprites over the walls to look better

- Added ball sprite texture to the ball generator (whatever the spawn point is for the coins to fall)
- Added Ronin's sprite to indicate where to fall
- Added wall barriers (just sprites for now)
- Added red skull sprites to indicate where the booby traps are
- Added background

By end of work period