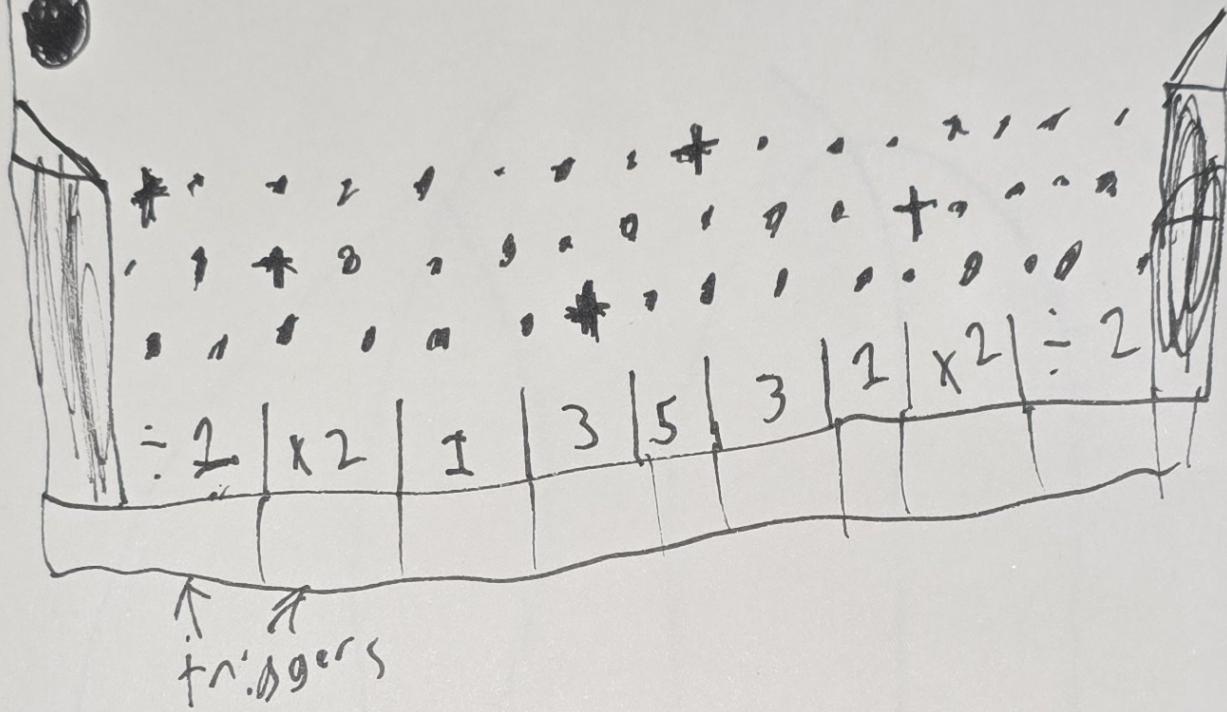


Score:



0

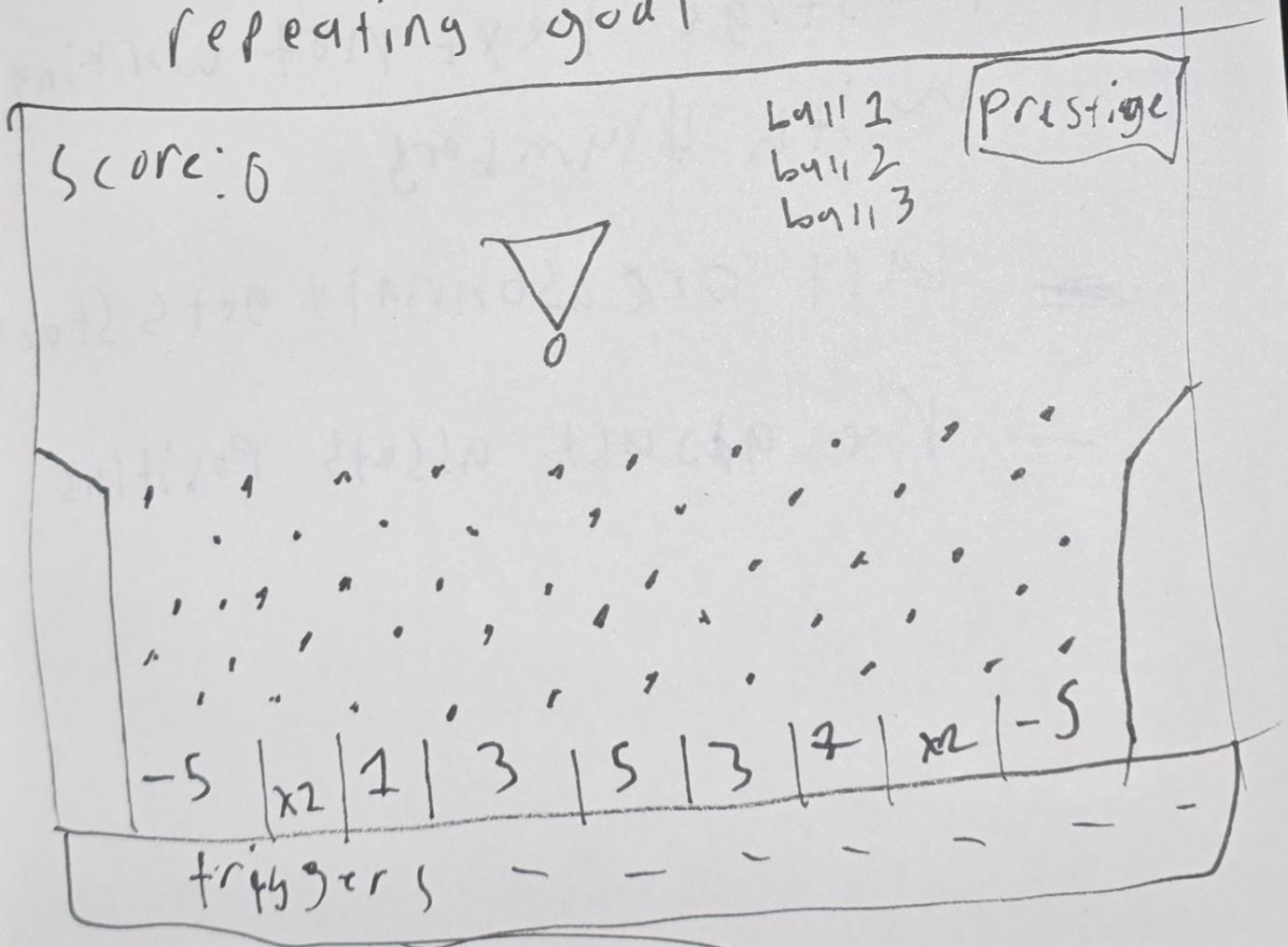


Slider to increase bounciness  
and gravity.

# Numbers closer to middle  
for safety, multiply further  
for risk

Rotating pegs to change ball  
direction

- slider not working/cant ~~reference~~ reference in code
- cannot get pegs to rotate with triangles
- struggled adding divider, changed to -5,
- instead of slider, unique balls for different purposes.
- prestige system, to have a repeating goal



- prestige text not working/but button not working
- both problems resolved by attaching hierarchy file to script.
- swapped out movement for antiback and forth for more difficulty
- prestige resets score, and double all stats.
- prestige text not working with Blumberg
  - ~~— ball occasionally gets stuck~~
- re adjust assets positions