**Game Progression** : While the structure of the game remains the same the game progresses as the speed of the ball increases and the player is required to increase their skill and reaction time to keep up with the progression of gameplay.

**Challenge structure:** the environmental objects such as boundaries and obstacles are strategically placed to increase unpredictably in the game offering challenge to the player. Two environmental obstacles that bounce the ball unpredictably are placed above the paddles the player uses to hit the ball to increase the focus the player has when the ball is falling down towards the paddles because there is a high chance the ball might hit these obstacles. The game elements the player has to hit with the ball to gain points are also strategically placed to challenge the player to try and aim the ball when hitting it. Certain ramps and tunnels also aid in guiding the player to points and challenging them to try and aim to get the ball into those tunnels and ramps. Certain ramps increase and decrease the speed of the ball challenging the player to keep adjusting their game play and reaction time according to this change in speed. As the ball naturally increases speed over time the ramp that decreases the speed of the ball gives the player an advantage and the option to decrease the challenge of the game, however they need to successfully aim for that specific ramp which is a challenge in itself.

**Objective of the game**: the objective of pinball is to keep the ball from falling out of bounds by hitting it with the paddles when it reaches the bottom and acquiring points by hitting certain elements in the game with the ball. The player should aim to keep the ball from falling all the way down and acquire the most points.

**Play flow, how does the game flow for the game player**: As pinball is a game about predicting the ball, angle to hit the ball, with some unpredictability added by environmental objects the ball can bounce off of, the game starts with the ball at a speed the player is able to predict easily and get use to the controls and environmental elements of the game. With a slower speed the player is able to understand the level and placement of tunnels, ramps and score areas allowing them to practice aiming for those areas. The player will notice the speed of the ball gradually increase and will have to increase their reflex’s. Because there are elements within the game that causes the ball to bounce unpredictably the flow of the game and predictability of the ball is sometimes disrupted sending it flying around, the player’s rhythm and calm is disrupted requiring them to act fast and be alert. This further aids to the immersion of the player into the game and possibly sets up epic moments within the game by letting the player feel excitement from hitting the ball when it is in this frenzy and bouncing around.