

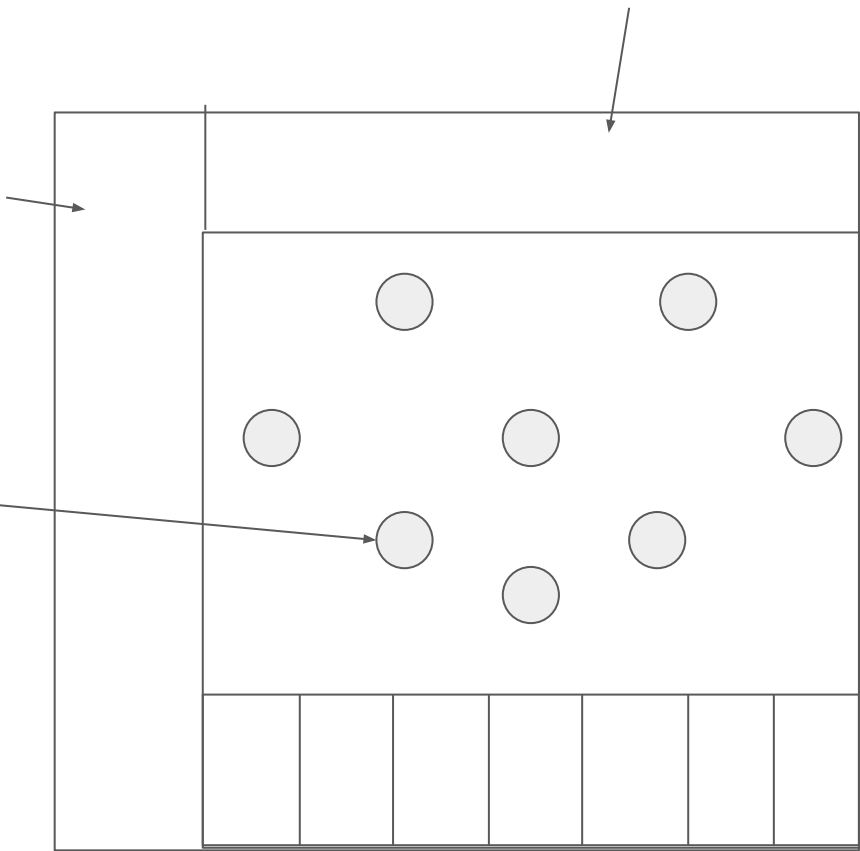
(Basically plinko)

Balls can be placed by player here

Instructions on
how to play here

Balls can collide
with pins

It's already pretty random
but to make it more
random i'll probably
either make the ball size,
shape and speed
randomized or the
win/lose slots



Each slot will either be win or fail.

These are rough examples of what the win/lose and start screens will look like (they'll be better next time but these were made on a trackpad). They will display for a set amount of time then disappear.

☆ Winner ☆

Win screen

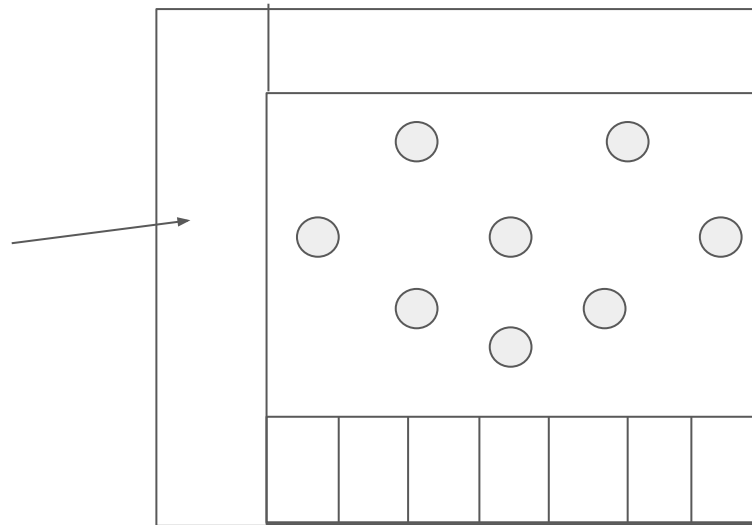
|| LOSS ||

Loss screen

Drop
that
BALL!

Start screen

Drop
BALL!



Winner

↑
No!

Loss

Priority 1: Start screen

Priority 2: Load in plinko board
and collidable pins

Priority 3: Player drops ball

Priority 4: Based on where balls
lands either display win screen or
lose screen

Version 1: Plinko board

Version 2: Collidable walls and pins

Version 3: Droppable balls

Version 4: Win/loss screen based on end
ball location

Version 5: Instructions added in top left

Version 6: Any extra features like
randomized shape, pin location, ball size,
win/lose location.