# PLINKO MOD IDEA'S

2 Player mode
Game flow script?
Demon Dish? (lose points?)
Add sounds on triggers
Add sounds on Peg hit
Add edge bumpers?
Add void? destroys disk?

→ Peg sound script
→ Game flow script
→ Bumper script

Create void if statement
    if Collision Game object?
      Audio source. play?
      Audio source . Play one shot?

disc ↗
(compare tag?
(disc)

↳ Assign Audio Source in inspector
    public Audio Source  discCollisionAudio;

?? [ Void discCollision (Collision collision)
on collision
Enter 2D
    if (collision.gameObject.CompareTag("disc"))
    {
      discCollisionAudio.Play(); ?
    }

Calls nothing, try on Update?
USE ONCOLLISION ENTER???

```
public AudioSource audioSource;
public AudioClip discCollision;

        Start
void  Awake ( )
    {
        audioSource = GetComponent<Audio
    }                               Source>();

void  Update ()        <- now updated
    {
        if (collision, gameObject, CompareTag
                                ("disc"))
        {
            audioSource.Play (discCollision)

    [ Collision doesnt exist in
        this context
    Instead do  collision 2D


    private void OnCollision 2D (Collision 2D collision)
    => if (audioSource != null && disc Collision Sant
Check                                    != null)
that    {
Source
Sound     audioSource.PlayOneShot (disc Collision Sound)
exist
        }
```

UNITY CRASHED
DELETED ALL RESOURCES
POST SETUP TUTORIAL & SCRIPTS

Reset - Background ✓
     - Walls ✓
     - Voids ✓
     - Audio script initialization
     - Recolor buckets? ✓

# CREATE Voids that destroy disk

On trigger Enter 2D (Collider 2D collider)

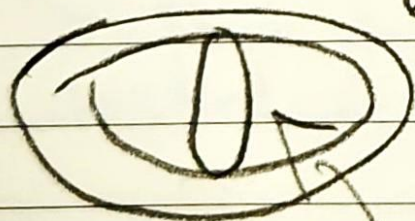Destroy (collider, gameObject)

add sound?

place above destroy?

if (audio Source != null &&
void Source != null)
{

audio Source. Play One Shot (void Sound)

}

Void shape
capsule collider?
circle collider
for more grace
just cover
inner eye

place inner eye forward
on Z scale to allow
disc to pass between
layers

ADD bumpers with
physics bounce?

bumpers kinda work like trampoline?
create + add phys mat
to bumpers (use multiple
on it)

Void disapear
make voids disapear and
reapear over time

→ make public GameObject Void (L)
Void (B)
Void (R)

→ Run code on Update

→ public void VoidL ( )
need time variable
if time = 60
instantiate
Wont reference/show up

if (Time.time = 60)
{
instantiate (void)
}

Make Voids appear & disappear

```
// make public game object to call
        Voids

public Game Object Void;
public Float    wait Time;
void Start ()
{

    Cora-time = create Void (wait Time)

}


private IEnumerator create Void (Float wait time)
{

    yeild return new Wait For Seconds (wait time);
    instantiate (Void, position, rotation);

}
```

⤴   Add variables
```
public Vector 3 position (          )
    Quaternion rotation = trasform . position
```