Scripts

Pivoting cannon:

Make sure it can’t move past certain points

Shooting balls:

Instantiate a new object each time, potentially destroying them if they

go off screen

Moving pyramids of objects:

Move the plates, making sure the movement doesn’t knock objects off

Need a script on each plate telling whether or not its objects are off.

Calls on a UI script if so for score.

Generation of differing heights and movement speeds can probably be the same every time to ensure that nothing crazy happens

Nevermind apparently the ducks just move in a line.

Destroy the objects once they are off screen

UI elements:

Relatively similar to past assignments, only real concern is the high score element

Assets

Need decent sounds for: Air cannon fire

Knocking down stuff

(maybe different for different objects)

Carnival music

Constant mechanical noise?

Probably should set up a basic environment in Sketchup

Carnival stall box

Prizes lining walls and such

Carnivalish things etc.