- Devlog prompt: Write about the process of making this physics game - what were some interactions that immediately came to mind? Did you find an interaction that you liked you weren't expecting? Did you have a theme in mind?

Well dominoes and balls were pretty evident and a main component of the project as I do not have to do much manipulation. And I knew I was going to use some hinge joints for some parts of the project. I initially wanted to launch a ball from the catapult, but have it roll off it seemed fine to me also, which I was not expecting. I had no specific theme in mind but I knew I wanted some kind of firework/explosion in the end, so that’s what I did.