Interactable - Bounce Pad

Overview

Bounce pads act as a way to add more variety to the platforming that players will be performing.They will also help add more verticality to each biome (mainly biome 3).

Goals

- Create an interactable object that players can jump on, that launches Chloe into the air
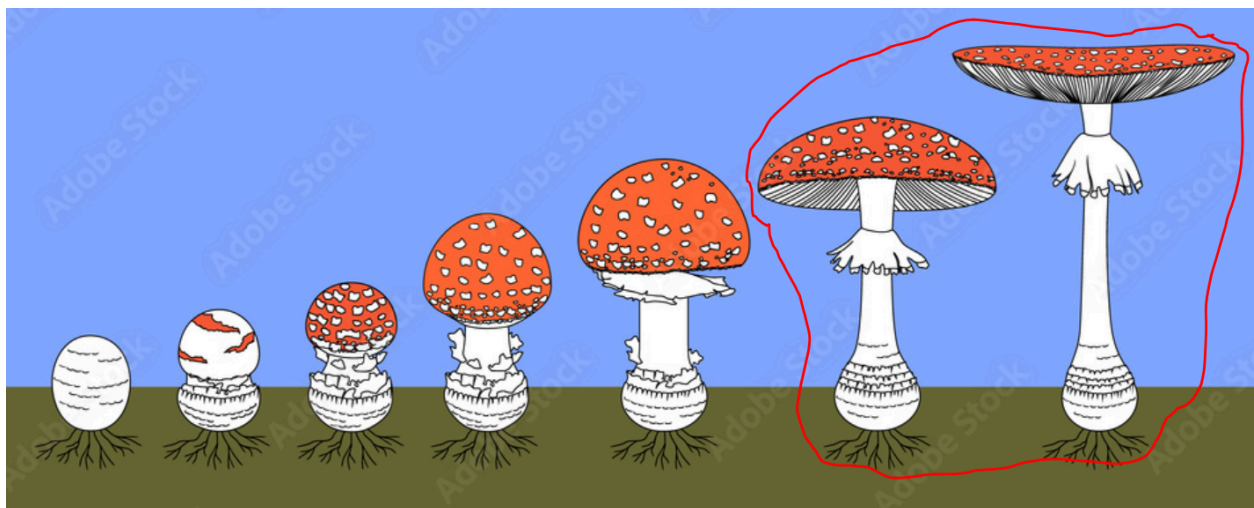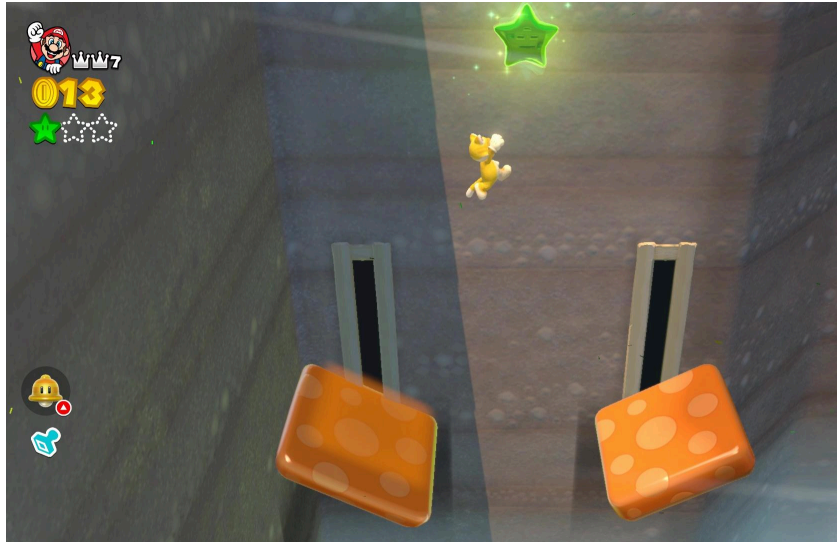
Stats

- The distance that each bounce pad launches should be modifiable in the editor
- The angle that Chloe is launched at should always be in the direction that the top is facing (think springs from the Sonic franchise)

Model

- wide mushroom (as opposed to thin)
- The stem height should be modifiable to allow changes in the height of bounce pads

References:

Big Bounce Byway platforms
from *Super Mario 3D World*

Mushrooms from Mushroom
Gorge in *Mariokart Wii*

They also function pretty much
the exact same way

Animation

- When recoiling from Chloe landing on it, the head of the mushroom should move in an up-down motion before returning to its original position