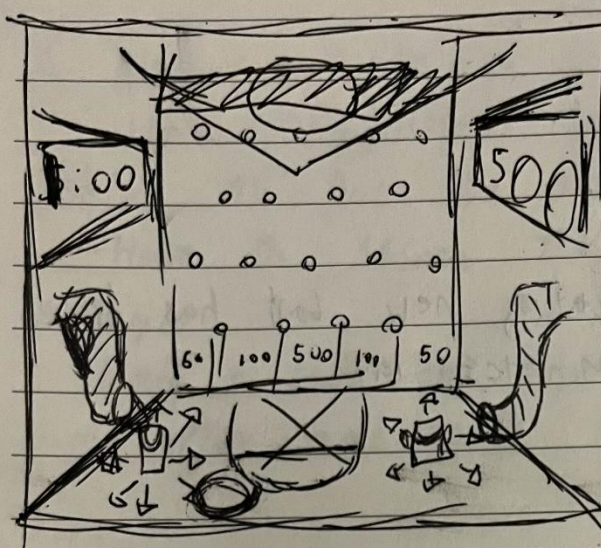


2025/11/28

Assignment #5 - 2D game engine mod

- Must be based on a Plinko Machine

- Must be made with Godot



- Powerups?

- Area the player

cannot move

- 2 Player??

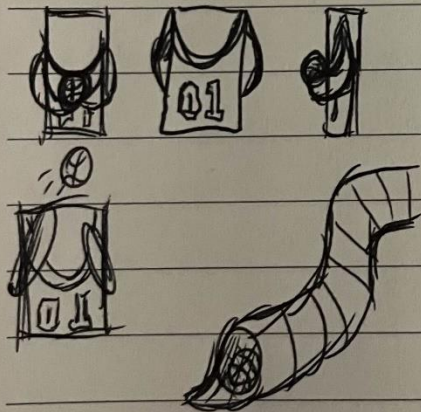
- Controller & keyboard inputs

- Timer (1, 2, 3, 5)

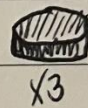
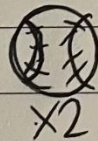
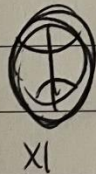
- Plinko board is

behind glass, Player

- Audio (sound effect, music) must shoot up to glass



- Different balls



- bounciest

- much heavier, no bounce

- Bar to determine shot quality



## Audio:

- Hitting Peg sound
- hitting Points area sound
- Music?
- L/r Speaker indicating new ball has dropped
- Timer indicating x minutes left.

## 2 player mode

- Have 2 different players take turns trying to get the most amount of points
- Have a screen that selects how many player
- have a sound for when the player reaches the bottom and earns points



## Assignment #5

- Include sound effects that enhance user experience

- Background music

- Sound effects:

- When the ball is dropped

- Add player gets 100 pts

- Earning 500 pts

- earning 1000 pts

- earning 5000 pts

- play area is extended to account for ball falling sound.

