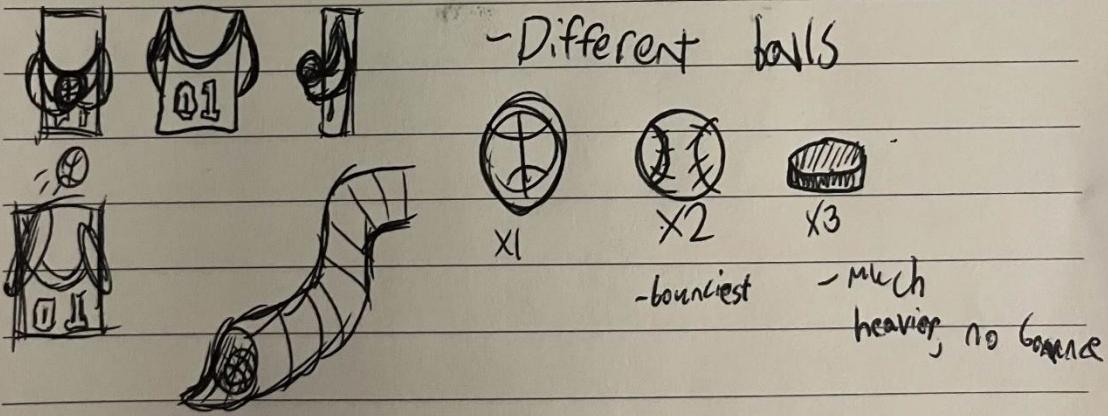
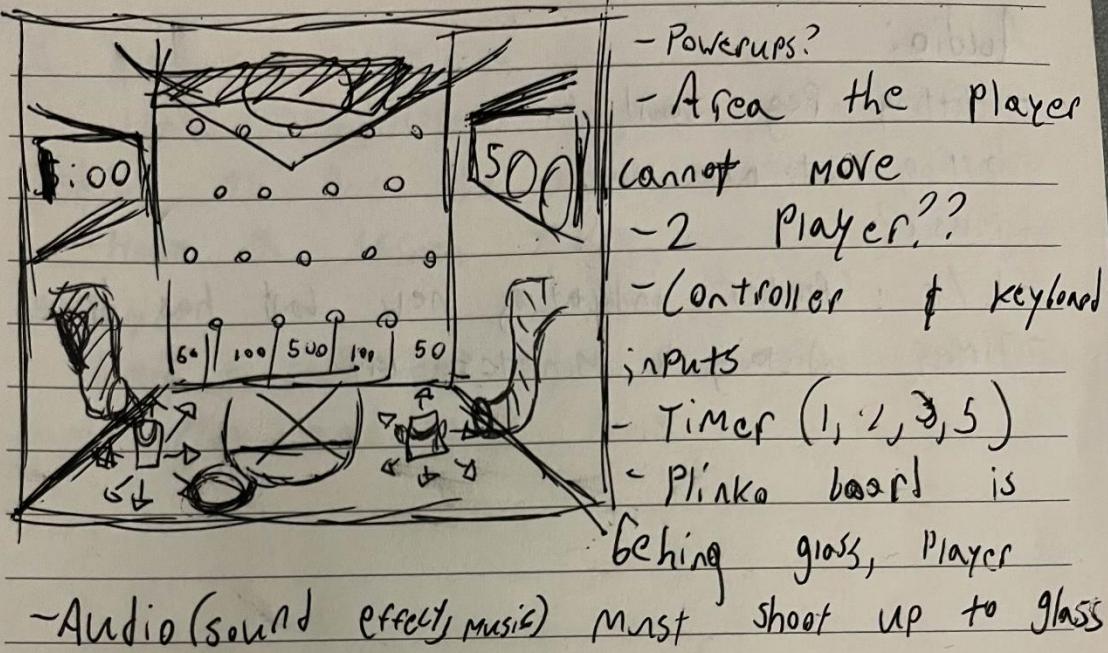


2025/11/28

Assignment #6 - 2D game engine mod

- Must be based on a Plinko Machine
- Must be made with Godot



- Bar to determine shot quality

Audio:

- Hitting Peg sound
- hitting Points orce 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 trapped

- Player gets 100 pts

- Earning 500 pts

- Earning 1000 pts

- Earning 5000 pts

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

Player

