

I didn't get as much done this week as I wanted, but it has been really busy. For this week, I added a scoring system, and I made the game reset after each bowl. This is the start of my level system, and my plan is to add an obstacle or move pins around each level. I still haven't had any major issues, but there are a couple problems I'm working on. The biggest issue I'm having is the pins moving on the y axis below the floor. My plan is to just add a floor with collision to prevent this, and keep everything on the same plane.