

THE PAWNg !

I wanted to experiment and add a couple of features in the game pawn.

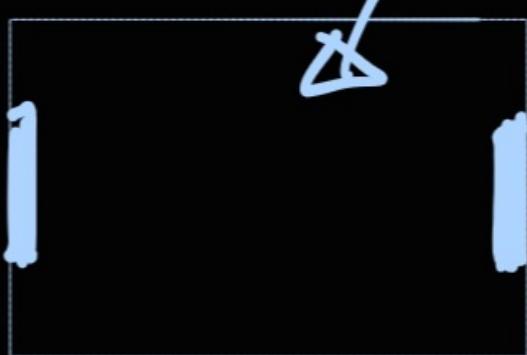
so let me give a glimpse of what i am thinking!

- 1) The first thing that i might want to experiment is "SIZE OF PEDAL"
As the score increases the size of pedal ↴



The size of the ball might change to XD!

2) I might have to think about this one
for difficulty and create challenge
"changing the color of the pedal same
as the background."

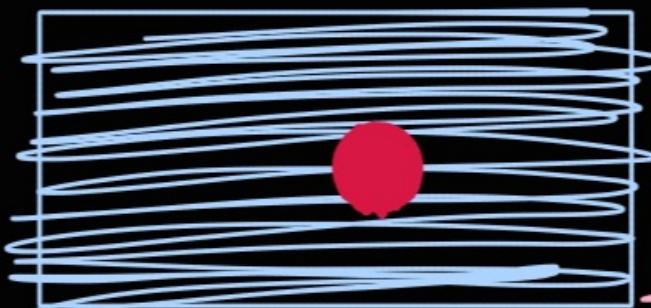


Background color
: Blue

After every
5-10 seconds
pedal color

will change to the background
color. And stay like that
for 2-3 seconds

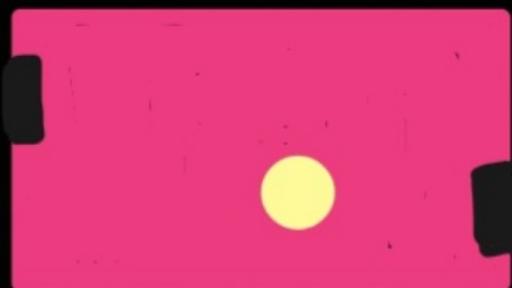
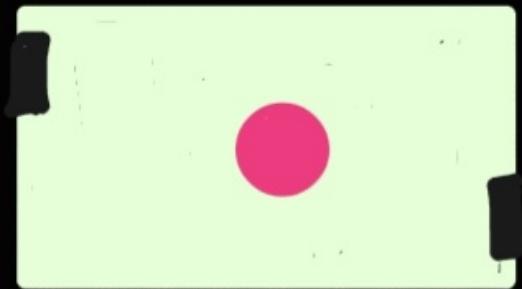
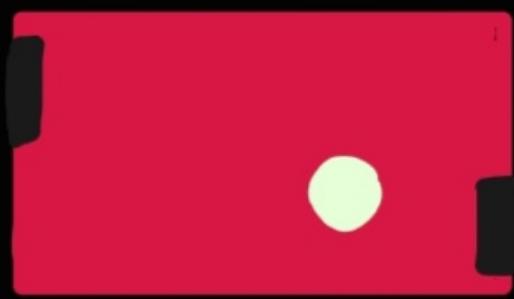
(The player has to mind this fact
& prepare accordingly)



3) If i decide to divide the game into multiple levels Then I would like to have 2 things

→ A DISCO ROUND xD!

The color of the background will change based on the "color of ball"



→ I also wanted to add a system of creating unique pawn balls that you can unlock as levels are passed!



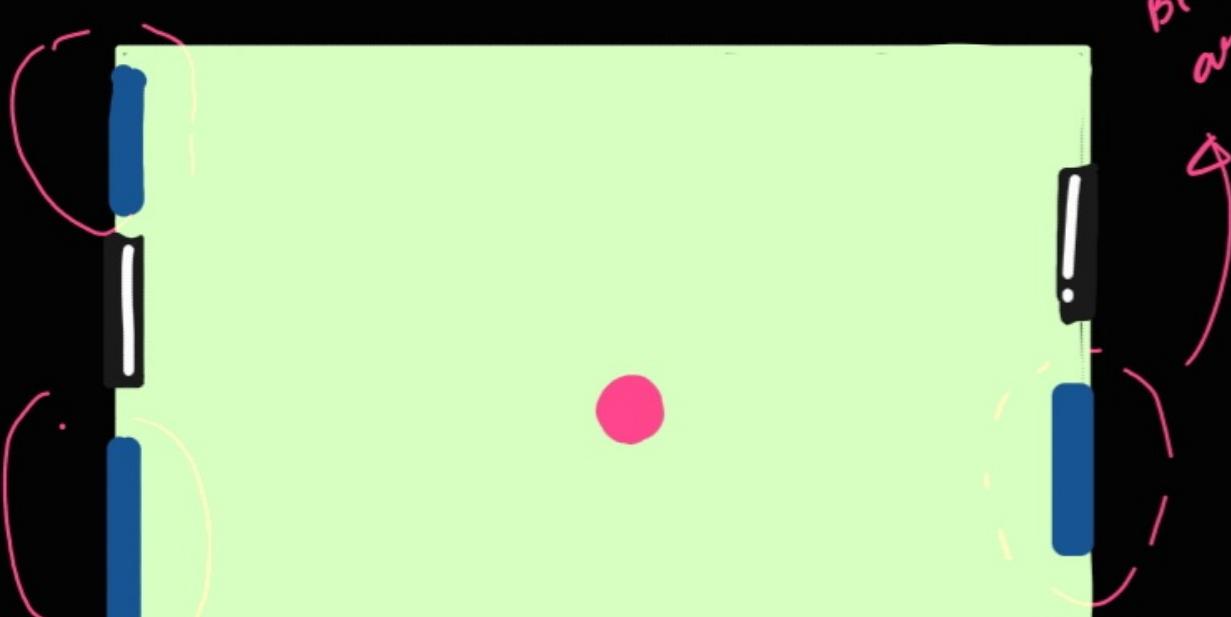
POWER UPS : This list will get longer
eventually XD)

MULTIPLE PADDLES

2^x



Hitting the paddle for a short interval introduces multiple paddles.



SLOW DOWN

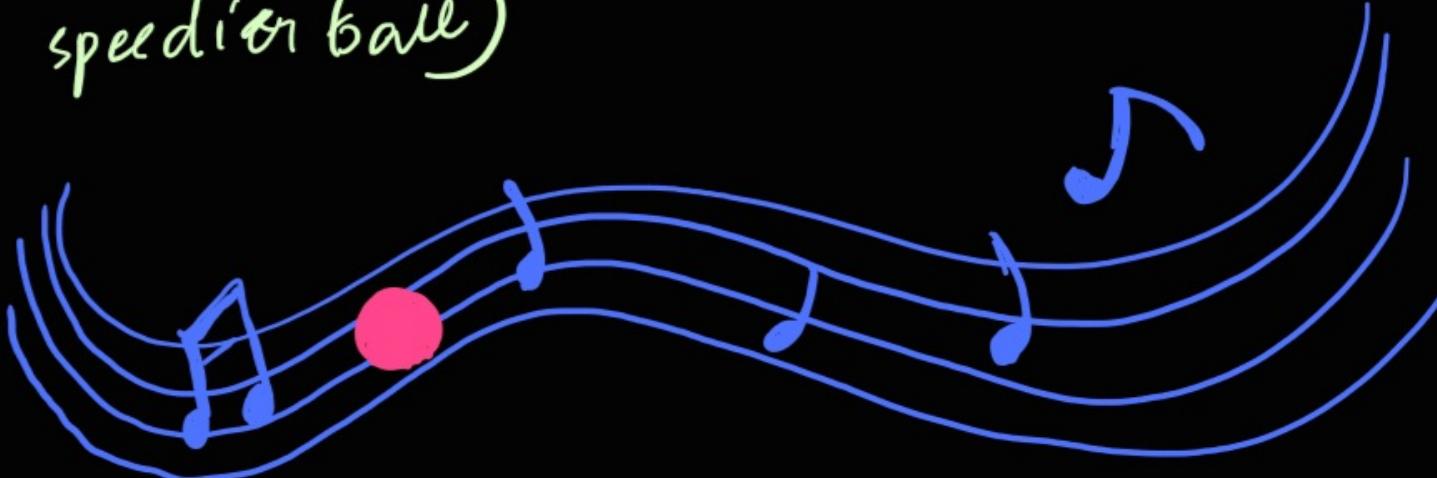
so this will
make the

ball extremely extremely slow
(WAIT FOR THE ACTUAL IMPLEMENTATION)

SONG/MUSIC MULTIPLIER

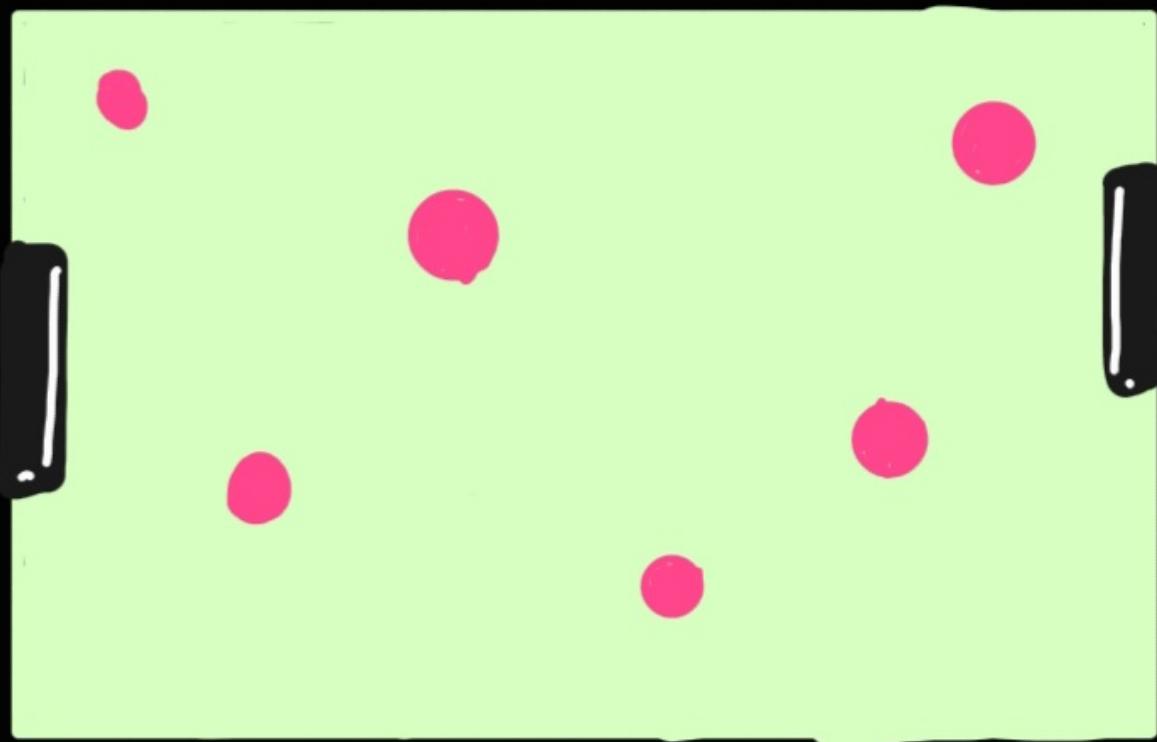


As the name says. Each time
the ball hits the song
multiplier, the background
beat changes. I DON'T KNOW YET
MAYBE MAKE THE SPEED OF BALL
REACT IN THE BEAT (Faster/border
speedier ball)



XD tried
to do a
tortoise
doodle

Not a power up, but to make the game challenging, → "MULTIPLE BALLS BOUNCING"



OTHER THINGS:

3 LIVES SYSTEM



AND A TIMER

