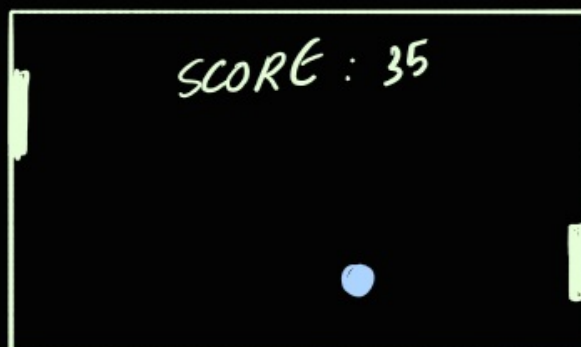


## THE PAWNG!

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

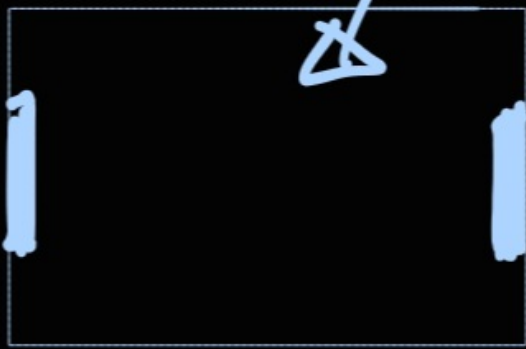
so let me give a glimpse of what i am thinking!

- 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".

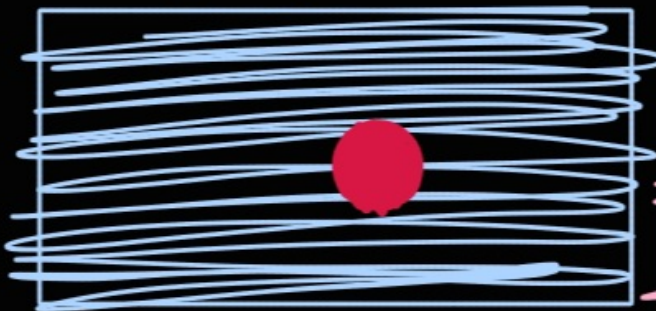


Background color : Blue

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)

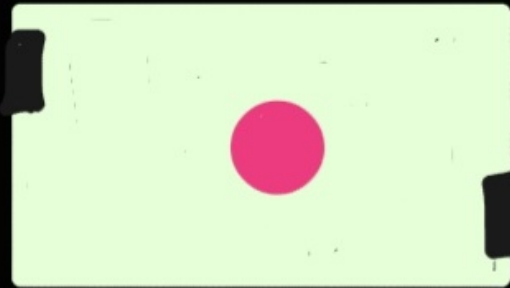
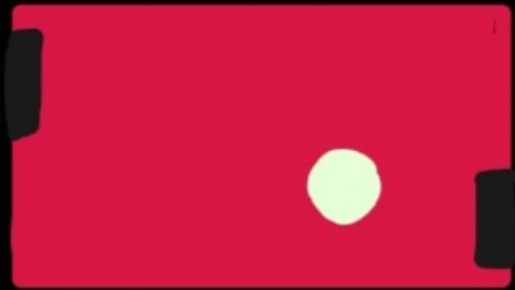
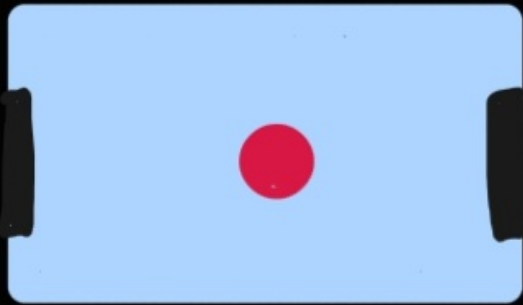




3) If i decide to divide the game into multiple levels. Then I would like to have 2 things

→ 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 pawng balls that you can unlock as levels are passed!



POWER UPS : This list will get longer eventually XD)

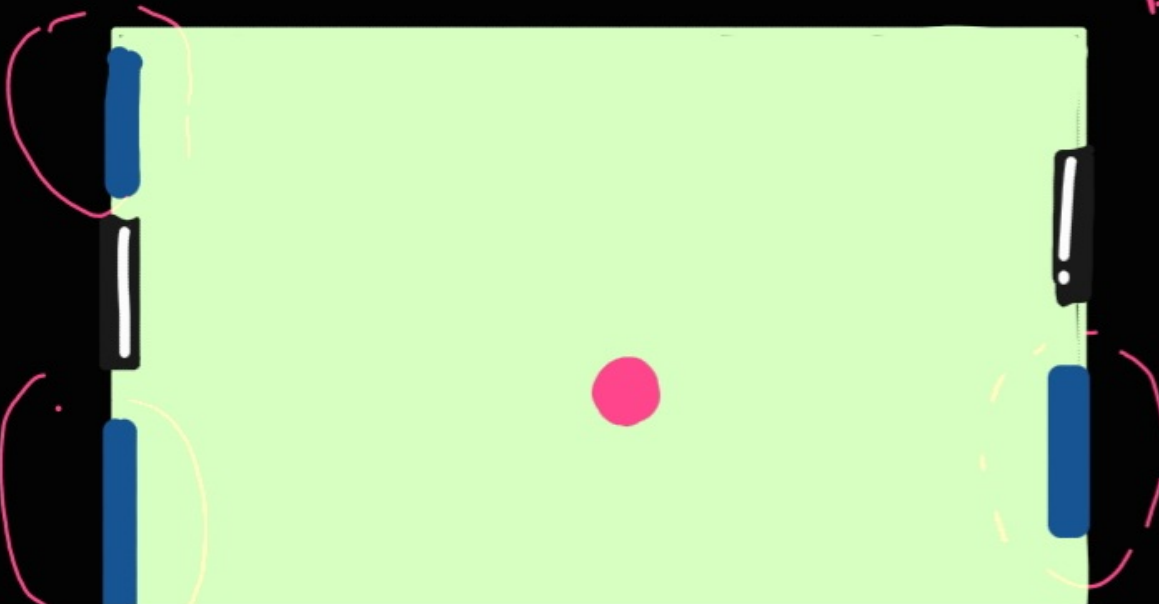
MULTIPLE PADDLES



Hitting the padd for a short interval introduces multiple paddle.



Blue ones are the extras.





## SLOW DOWN



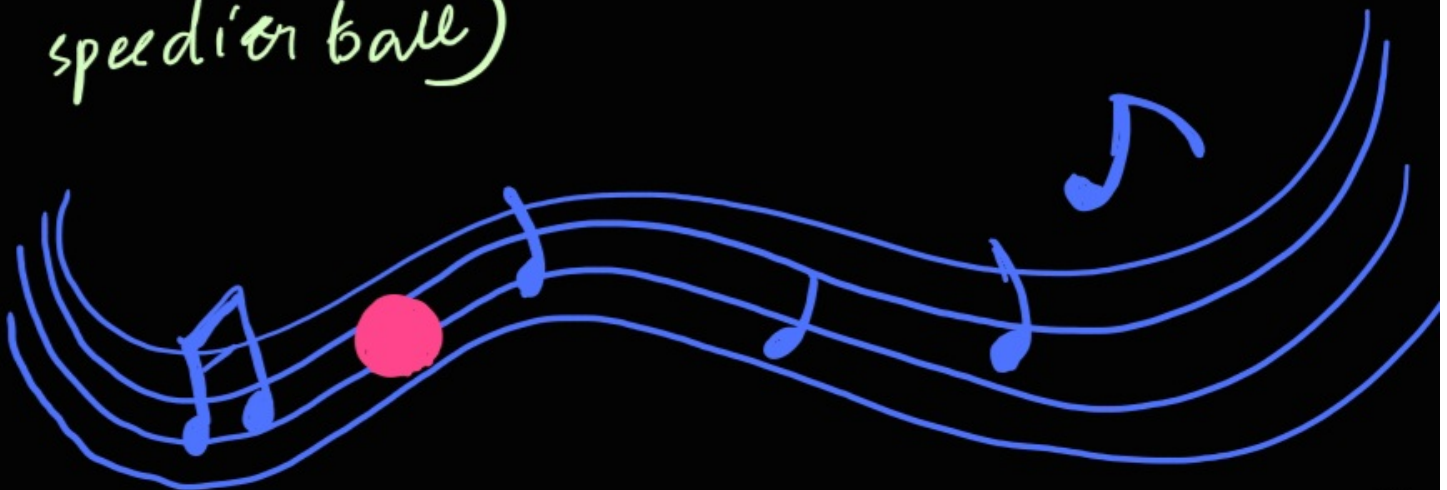
XD tried  
to do a  
korkoise  
doodle

so this will  
make the  
ball extremely extremely slow  
(WAIT FOR THE ACTUAL IMPLEMENTATION)

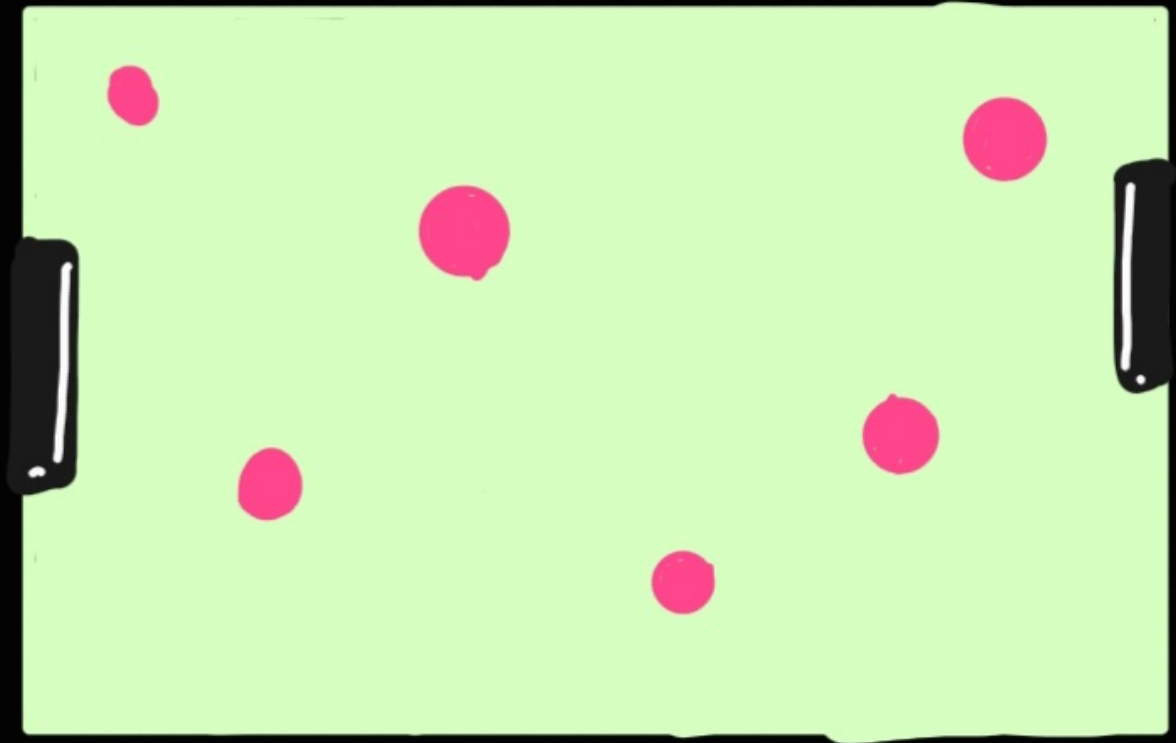
## SONG/MUSIC MULTIPLIER



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 (W THE BEAT (Faster/slower  
speedier ball))



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



OTHER THINGS:

3 LIVES SYSTEM



AND A TIMER

