**Documentation for SolarSystem and SpaceBall**

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**Plan for the SpaceBall:**

This game will be using Game objects from Sci-Fi Styled Modular Pack, and the SteamVR package. The plan of the game SpaceBall, is to have the user pick up balls and try to throw them into a hoop to score points.This will be done by using various scripts. The hoop will have a goal trigger inside it and this will save the ball that collides with this trigger as a point/number and convert it to a string so that it displays on the scoreboard using simple UI buttons and text {GoalZoneTrigger\_script}. There will also be a Miss Trigger that will destroy the balls so that once a ball is used it cannot be used again. This gameObject will have a tag named Score and all the balls will have a script to them that will have a trigger that requires an object tagged as Score to trigger it and once it is triggered that ball will destroy itself{NewScoreSystem\_script}. The scoreboard will also keep track of the highest score, which will be done using playerprefs - whenever the current score is higher than the high score then it will update the high score{ResetScore\_script}. There will also be buttons that will be used to reset the scores to 0. There will also be a button that will restart the game by reloading the scene{Restart\_script}.