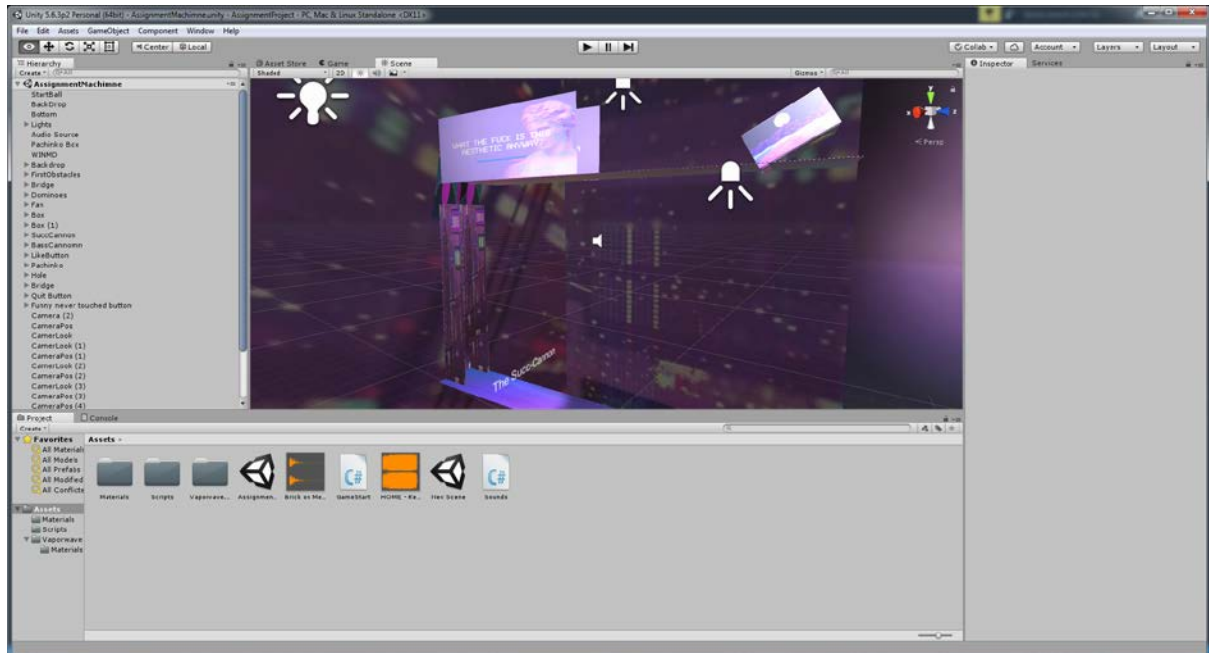
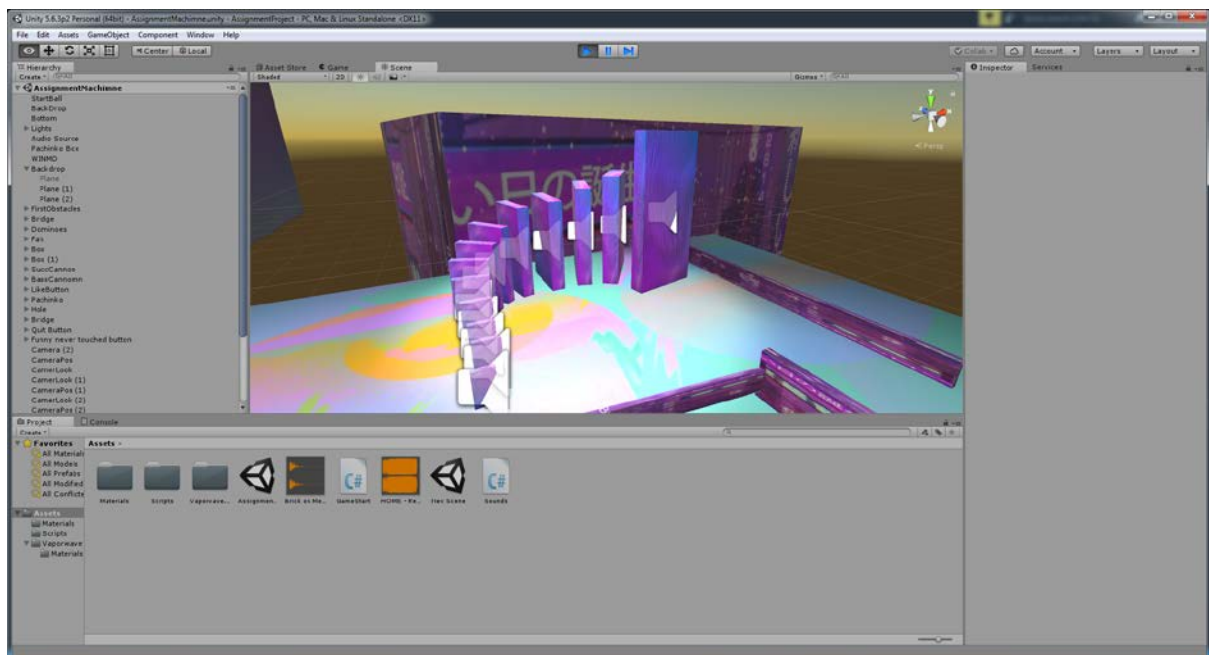


My choices for my machine:

I chose a few things that I thought would be interesting to play around with. My cannons especially as they look cool and are fun to implement, however I feel this is one of the core weaknesses of my machine. Due to the randomness of the physics in unity and the very common occurrence of the things I set up not working as intended I was unable and quite honestly frustrated with the things I had included as a lot of them were physics based and often broke.

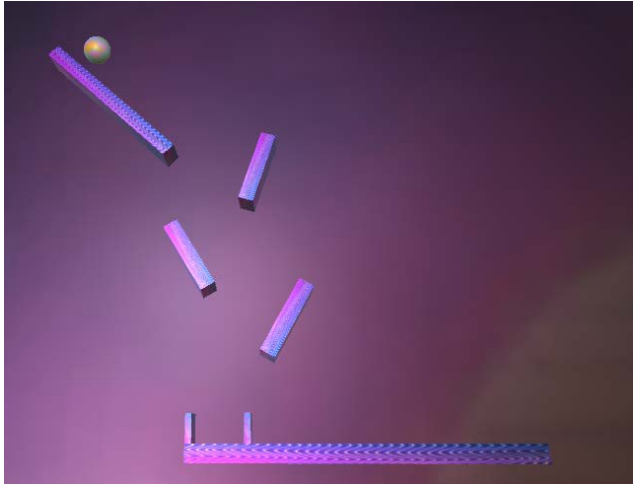


However, the strengths of my machine lie in the basics stuff, like the fans, the dominoes. They are all iconic features of any Rube Goldberg and I feel my impression was a good attempt at these iconic features.



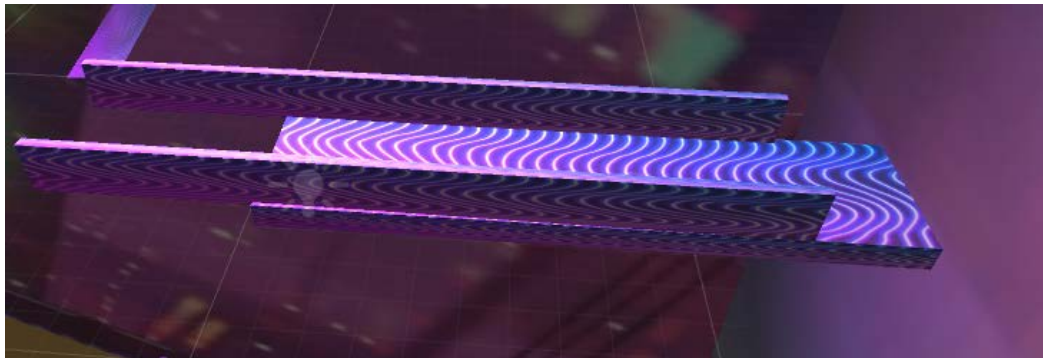
Ordered List of Devices:

1. Stepping Ladders and bugged launch bridge



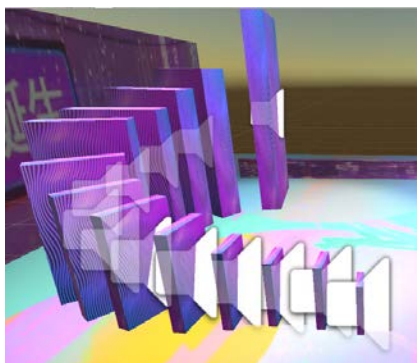
This is the first object and the ball is spawned on the large downward slope to begin the machine. The swinger looking arm at the bottom of the screen cap is actually bugged. It was originally intended to swing around to another area but I misplaced the anchor and joint in testing and now it just sends the ball outwards instead of holding it.

2. Bridge Drop



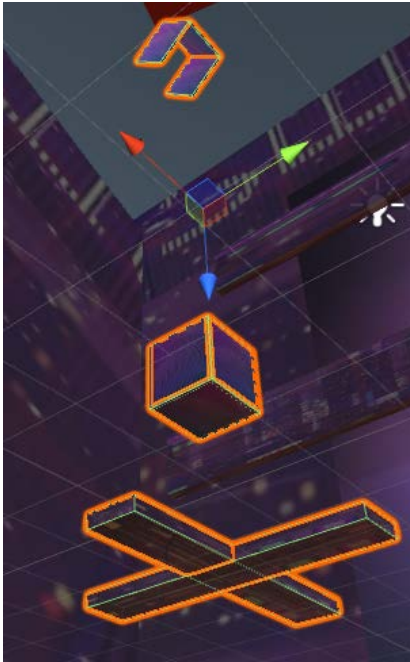
This is a bridge that catches the ball released by the hangar and starts the 3D aspect of the Rube Goldberg Machine.

3. Dominoes



Standard dominoes that play sounds when they hit each other. Also slightly bugged as the sounds play on scene loading even though “on Awake” is turned off on audio.

4. Fan and Box cannon



Little catapult I made by assigning an empty container a hitbox and increasing the vector of the ball that enters its hitbox then the top box sends it towards the next 2 cannons.

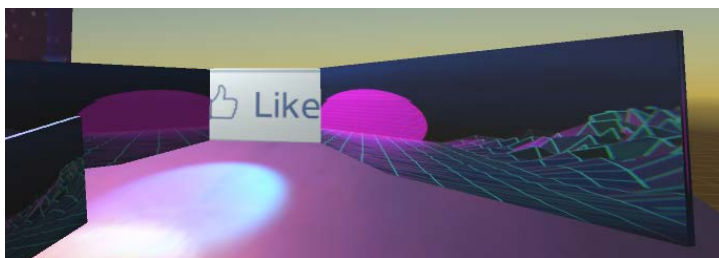
5/6 .The Succ Cannon and Bass cannon



Made the same as the previous cannon except I accidentally attached this cannons wind box to the previous fan via copy and paste so now it rotates along with the fan, still works though surprisingly.

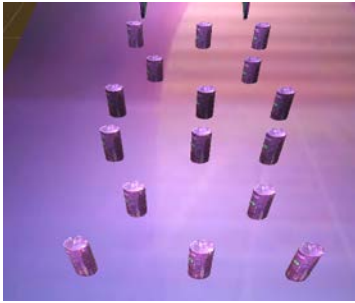
Search for WINMD(1) under the fan object group and you'll have a laugh watching it spin

7. The Like Button bouncer



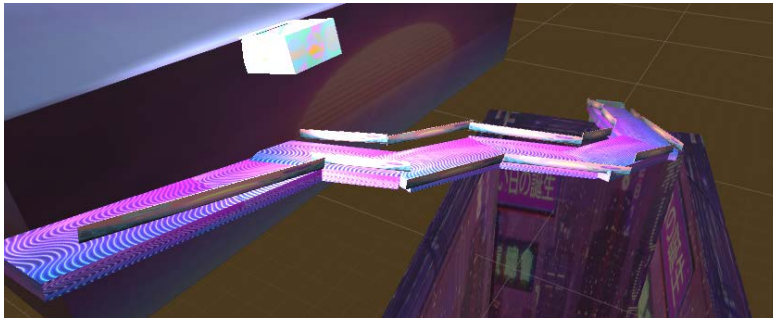
Originally was meant to have an audio clip that said "Smash that like button" but for some reason whenever it was attached and active it would mess with the result of the machine even though I had already set it up how it was meant to pan out

8. Pichinko Machine



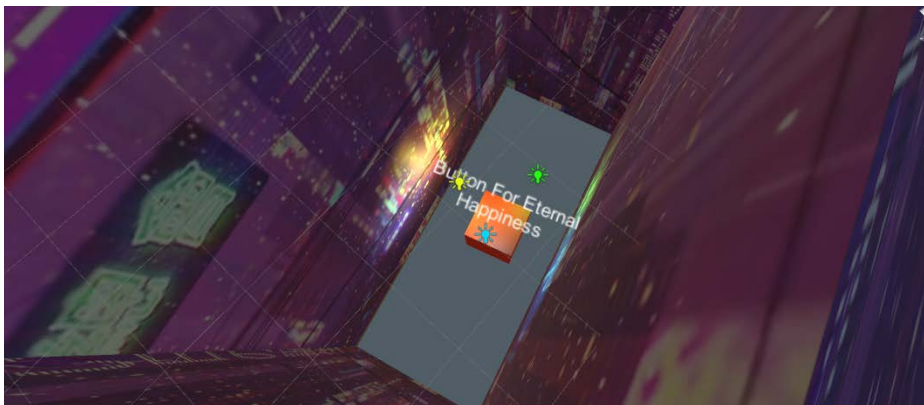
Simple little machine to add to the Rube Goldberg Machine.

9. Crazy Bridge



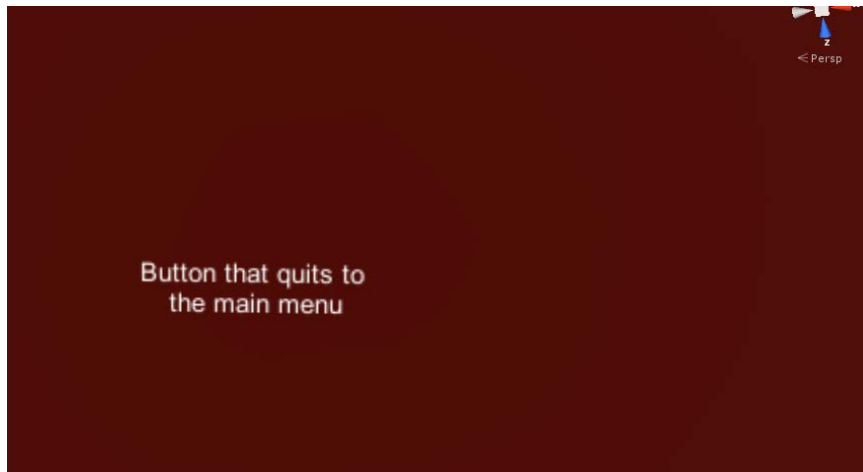
I tried to make a script that would make the individual pieces of the bridge fall after contact with the ball but I couldn't quite get code to work as intended and rather than risk more random corrupted outcomes I felt safer to remove it.

10. Box of Fake Happiness



Honestly this was made when I was running out of hope due to my ideas and the physics engine of unity not being friendly with me. The premise was another wind box above the button that on camera would fake you out and then launch you up into the sky towards the final object.

11. Self-explanatory



This is a giant red button with a hitbox that when the ball enters the hitbox it sends the simulation back to the very start menu.

References:

Home - Resonance

<https://www.youtube.com/watch?v=8GW6sLrK40k>

Smash that like Button

https://www.youtube.com/watch?v=uKav_IQqD0w

Brick sound effect

<https://www.youtube.com/watch?v=srfGHeagYM0>