

trouble with ball slowing down
on impacts
changing friction in the physics material Doesn't work

2D Game Engine

Top ideas:

Pros

Cons

- plinko

• simple
• foundation already there

• too simple
• Raph might not appreciate me doing it

- Breakout

• can expand on
• set up easy
• collision easier than 2D project

• complicated
• ball may be challenge

- angry Birds

• most advanced
• impressive

• most difficult
• concept wise
• time needed

Breakout best. If it won't work, backup plan plinko

