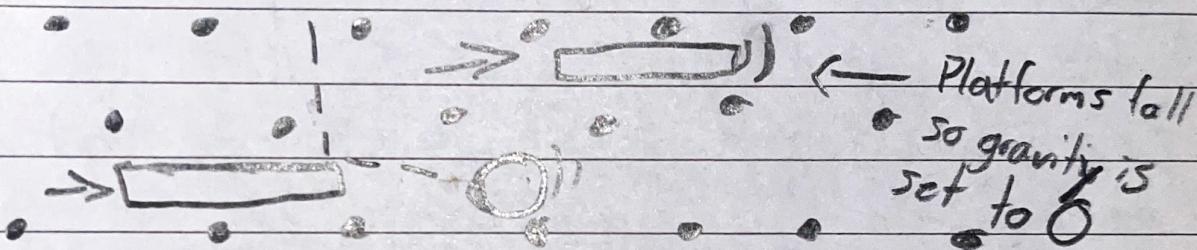


# Plinko Mod Additions (AS)

## Obstacle platform Script (concept)

Collision enabled platforms that serve as an obstacle for the player (Disc) and send it bouncing off course.



Would utilize both BoxCollider2D components and RigidBody2D to interact with disc and send them off course or disrupt

movement. (Needed to be changed from dynamic body type to kinematic and their (x) and (y) values frozen because collisions with disc would make them spin out)

## (Disc Notifier)

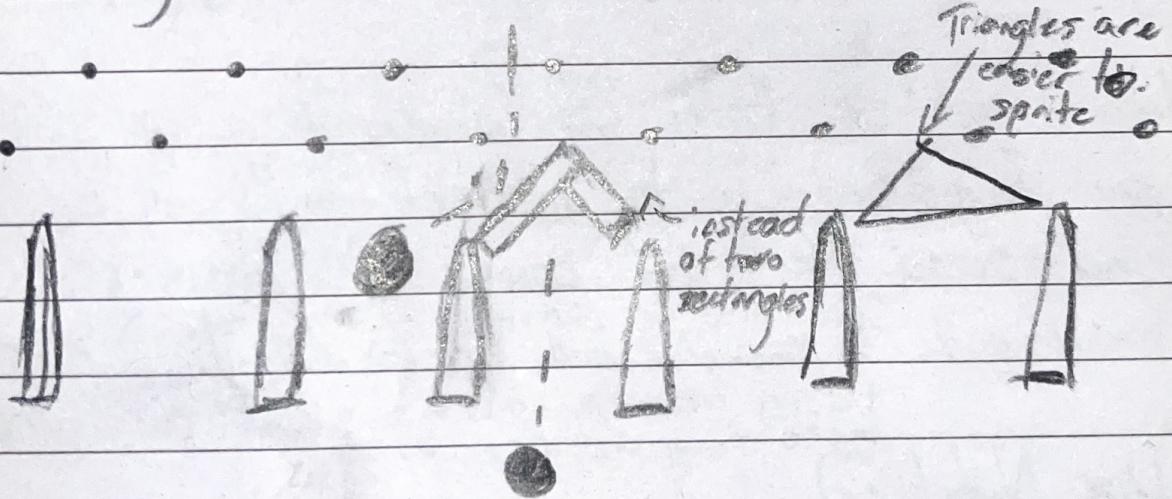
Allows player to get notified whenever the disc has been fully destroyed and returns back to the player, could synergize with board reset feature to let player spawn another disc.

## (Board Reset)

Would combine with Disc Notifier to allow players to spawn another disc after previous had been destroyed, smoothing out UI feedback with Plinko.

## Bucket Covers

Integrated covers that spawn after disc passes through exit trigger, blocking additional scoring into the same bucket.



They would utilize two BoxCollider2D components on two rectangle sections forming a point to divert any incoming disc into nearby buckets, preventing player from scoring into a singular bucket twice in a row.

(Only able to add them to the outermost buckets due to discs stacking between two blockers)

## (Bucket Multipliers)

Each bucket would have a stacked multiplier that would update the final score with the base point value assigned multiplied with an incrementing multiplier based on highest scoring bucket to lowest.

