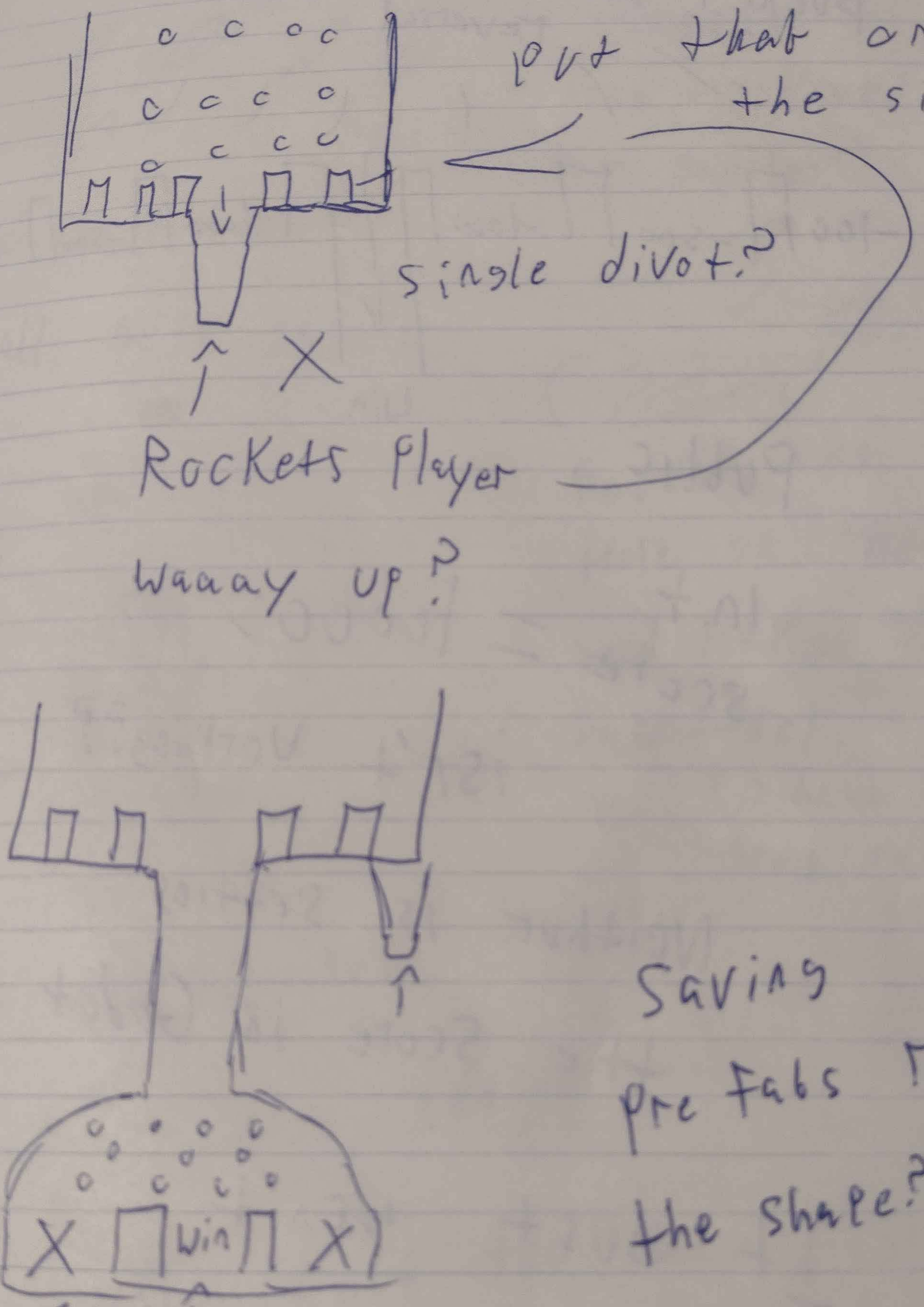
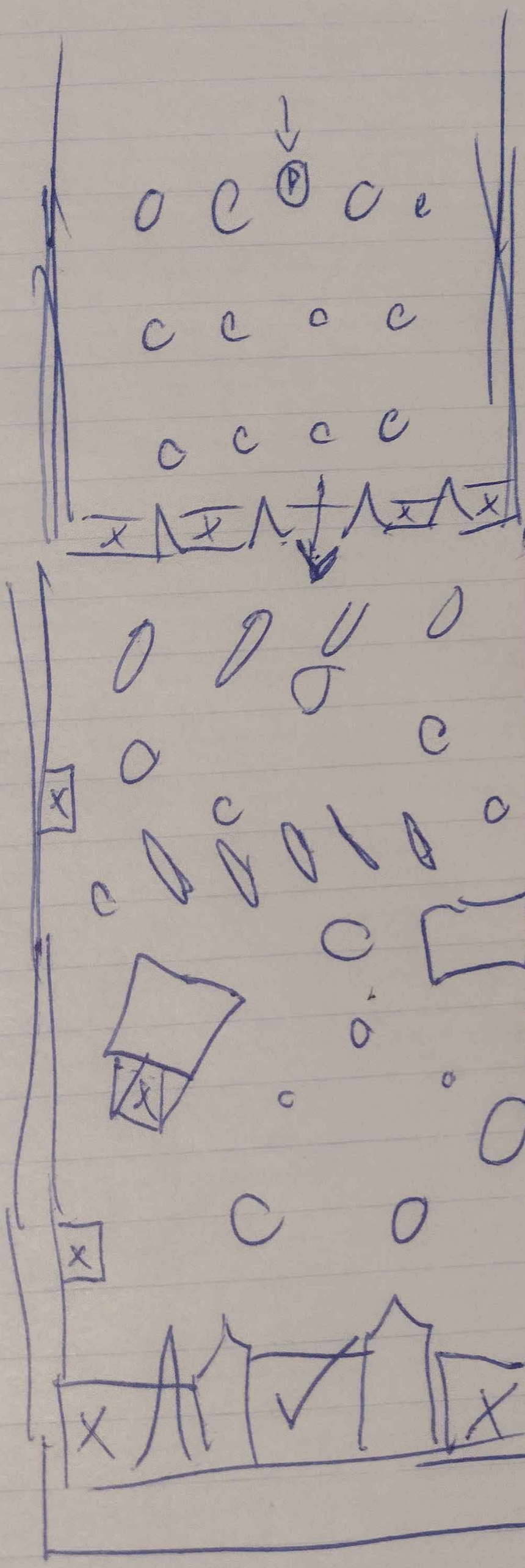
```
Input.IsActionJustPressed("MoveDiskRight")
{ Vector2 ChangeMove = Position;
  ChangeMove.X += 20;
Nope.
  Position = ChangeMovment;
}
```

(?)



Saving pre fabs removes the shape??

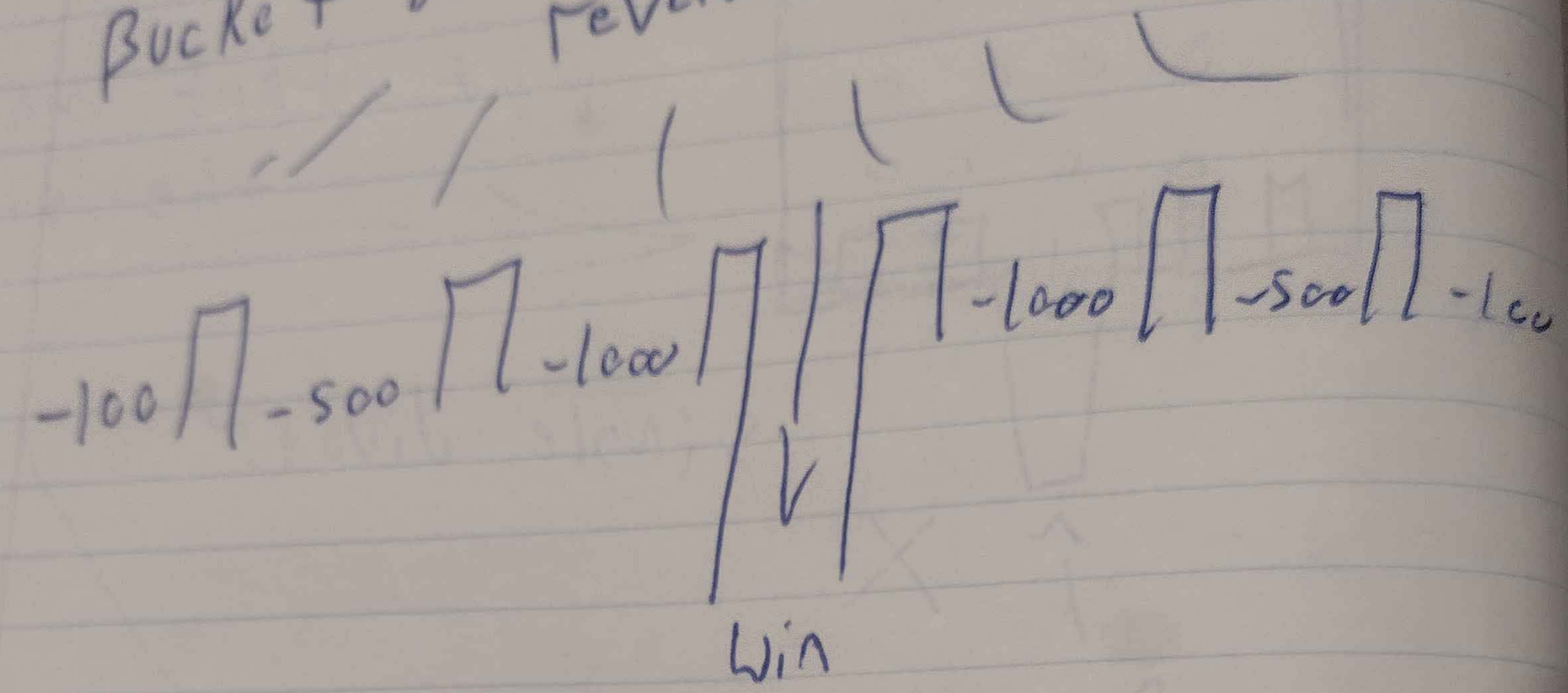
"Invalid call fraction 'Draw Handles'?



Objective:

Make a twisted Underground for this Blinko stage. Players must reach the lower-most bucket to win. Rather than get points, they'll lose them as they go. Possibly include difficulty levels (starting score).

Bucket + Bucket score reversal



Public

int score = 10000;

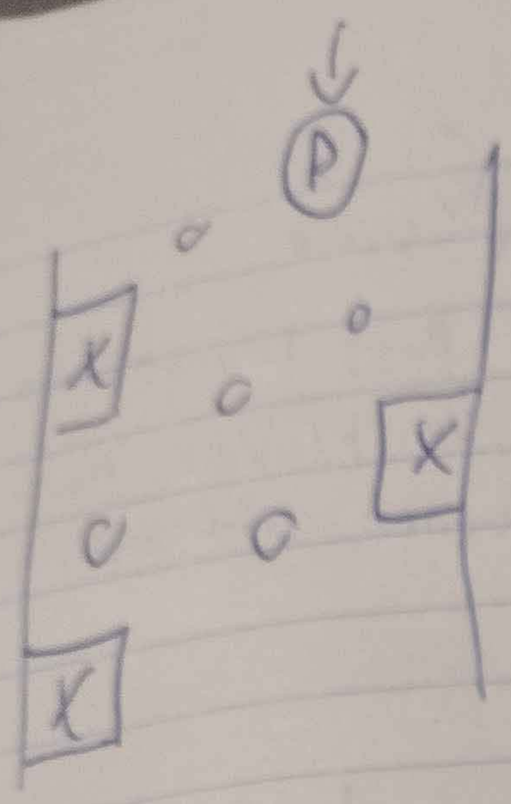
isn't working??

Neither is setting

the score in Godot

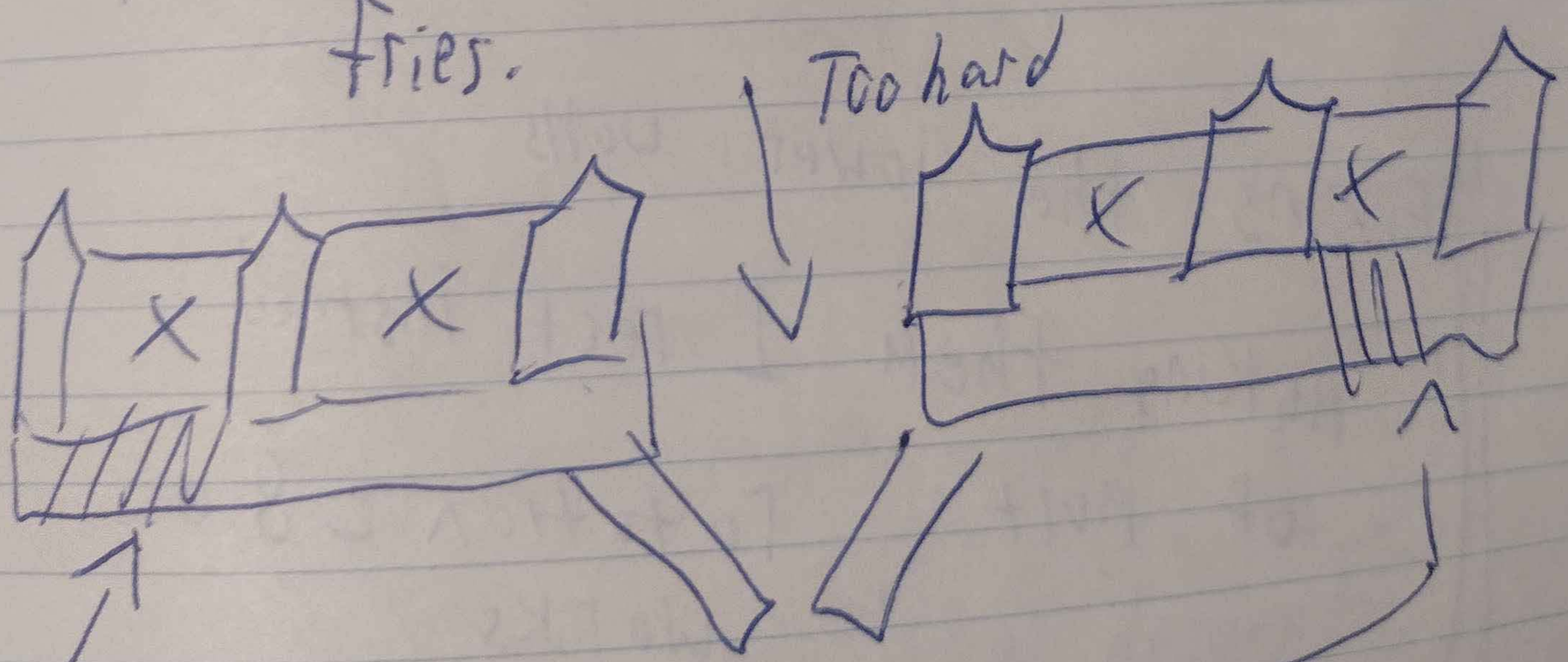
It just won't

change, not even in text



← add kill buckets to the sim of the containers (low chance of death but adds to the scare factor) (roller-coaster-style)

Walls look kinda rickety as I made them in a daze. I think it kinda sells the distorted look? Maybe it just looks bad. Small fries.



The Walls stopped working?? Something to do with accidentally entering script view.

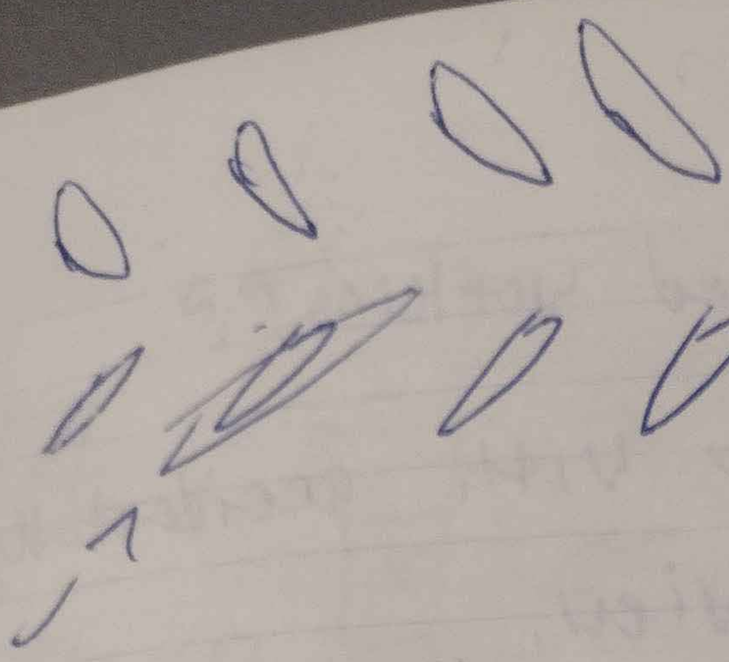
Restarted

Don't remove score label in bucket, it kills the score itself

Win Condition reliant on getting in underneath space?

Each block ReMoves Points?

start with 10,000



Set pegs

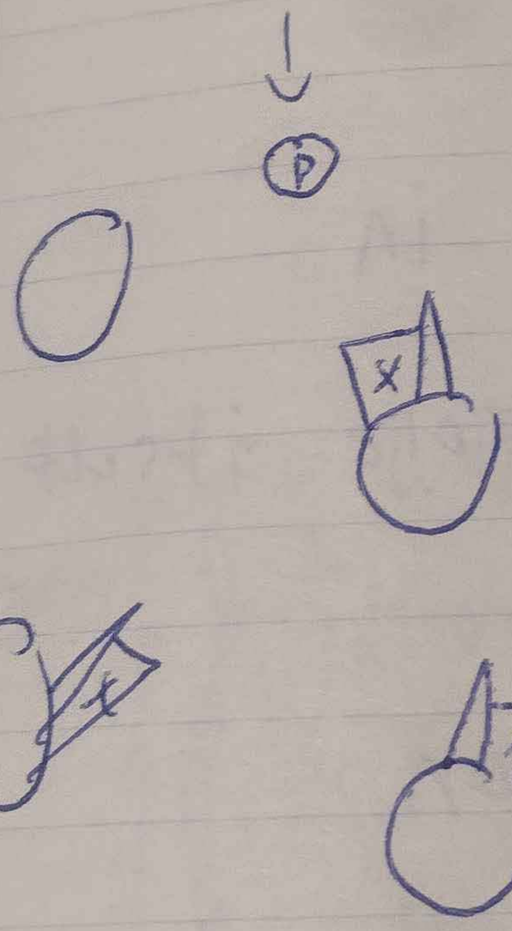
~~diagonal~~

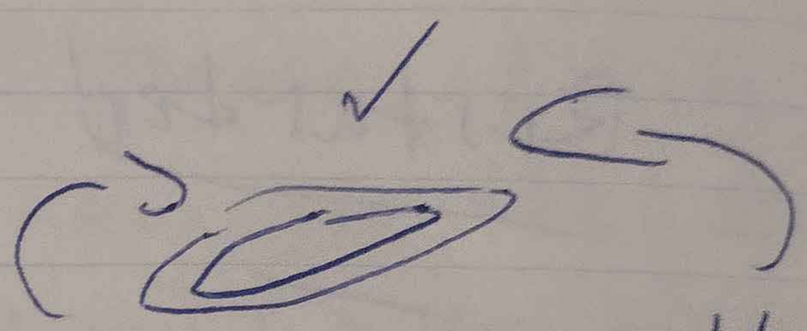
long + skewed

For giggles. ^

Too sharp hitbox.

ball gets stuck





Gotta set them

more on their side

and make them

squat-ter

(is that how u

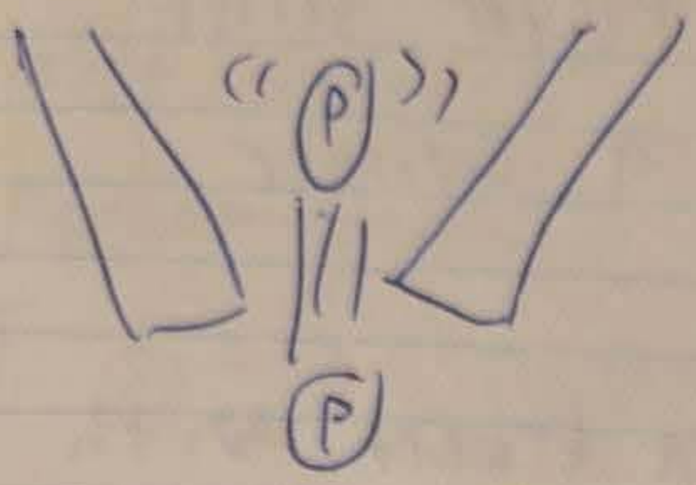
spell squatter(?))

put kill buckets

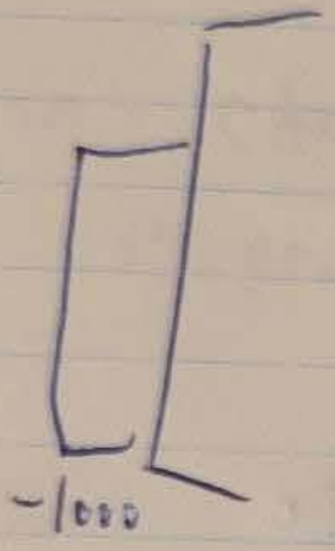
on bigger pegs, add to

the Danger (not too many, surprisingly

easy to die here)

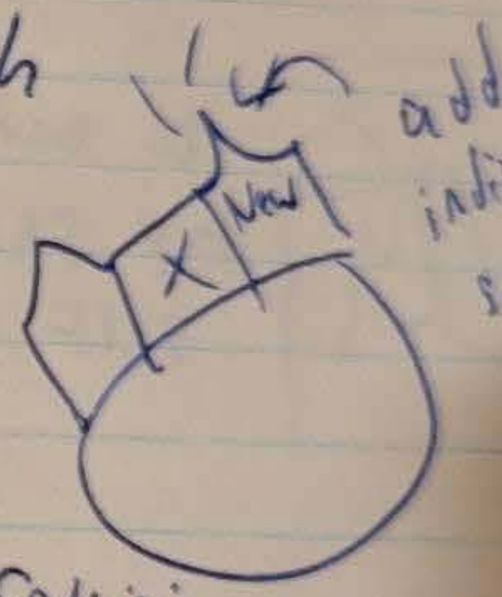


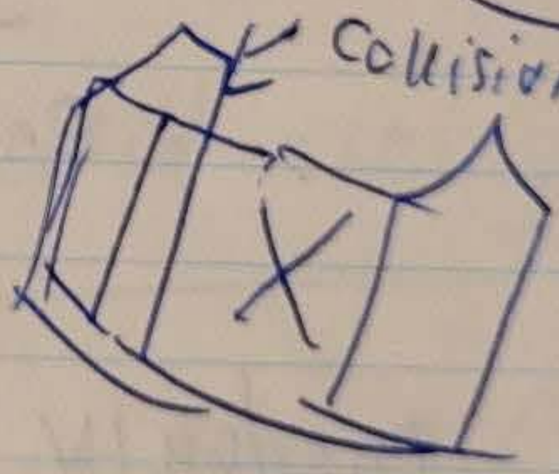
Player was Warping
Past Mid director?
for Some reason?
Made them straight



buckets in walls hard to
make out, added "X" to
symbolize death

Too many Murder holes!





Collision of bucket was Killing Players When hitting pegs Moved it left.

The backend
code isn't Changing?

setting Score = 26; doesn't do
anything?

Mayle not recognizing as 2D game template isn't included?

Random doesn't work here, arrays do but I gotta select one.

The score doesn't seem like it can change if it's set before the program opens.

Mayle scrap this feature.

Return if there's time.

Add player controls Mid-air

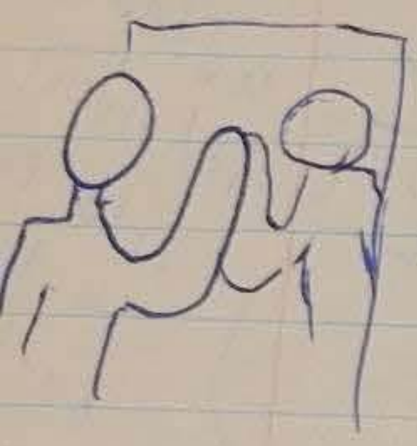
```
if (Input.IsActionJustPressed("move-left")
{
    newPosition.x -= 300;
}
```

Putting this in if(Freeze=false) removed the ability to drop the ball.

I clicked on the player script icon and it opened a seperate vis studio file??

I'm workins on the Main branch with 2 different iterations of Myself!!

Alan Wake ass dilemma.



me and my shadow self is.

The score Changes now!!

I'm in the reality that Can change the project!!

Make randomly assorted difficulties

int[] plinkoDifficulties0 = [7000, 3000, 1000]

This will be starting score.

Not recognizing Random.Integer or int array

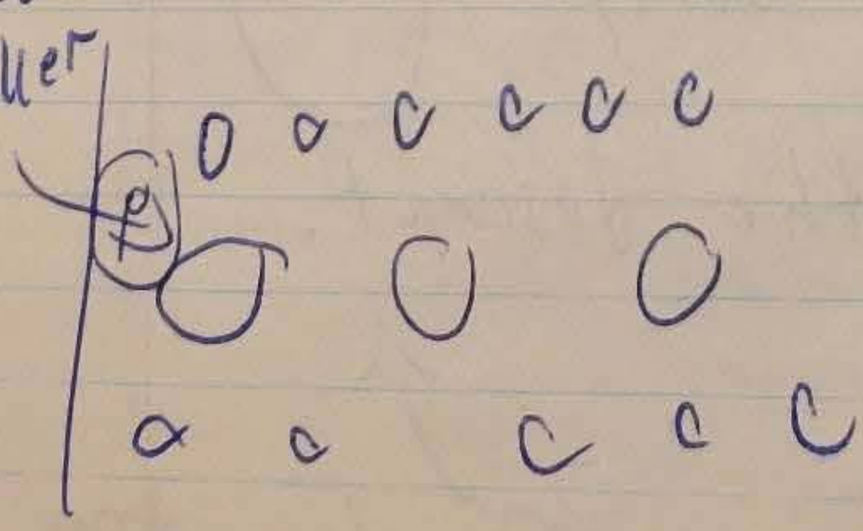
I changed the Low Row Prefab size and it didn't resister until I hit Play?? Now everything's in the wrong place.

Fixed, ~~M~~ Moved around individual rows

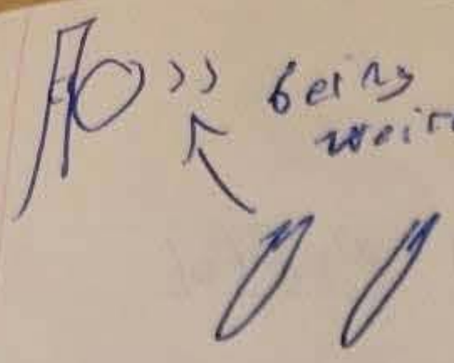
retooling the walls, they aren't working, balls keep flying past them.

Lined collision planes up perfectly (I hope) with vertical wall above) they look better(?)

Make side pegs smaller



bigger pegs between rows are getting the player stuck



Pegs are still too sharp Make them wider

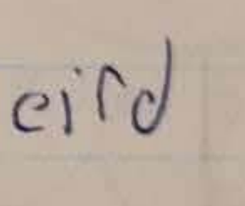
← This breaks it, Pegs must widen

The Jank is because of the Point at the top of the Peg

Make pre-existing Pegs normal

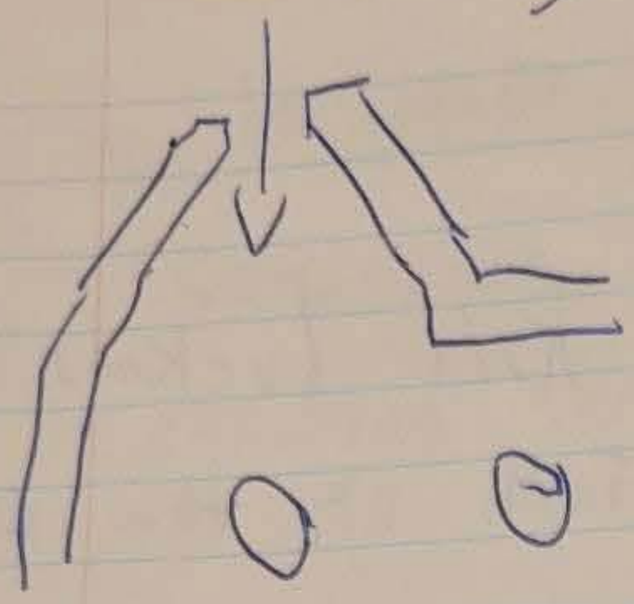
Make new prefabs for weird projectiles / obstacles

Making new ellipses! Perfectly circular, no longer bumpy dark, to portray the descent.



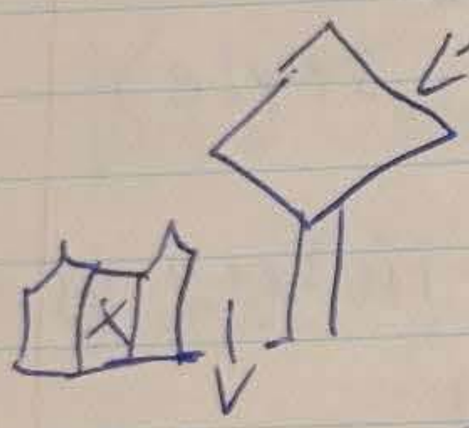
They're too big

opening (new):



increase size of pegs beneath to give players more to bounce off of

copy bucket pes to provide obv end to side buckets



decrease size of the vertical wall block to make scoring at the side easier.

making it another rect is better, deformed square looks too weird for the course's "normal" section.

Fixing the lower walls making them 1 rect instead of mult rotation = 8.0 works

ok walls are less buggy now

okok making the ability to move
the disc mid-air works if it's reliant
on player y position is >= 40.
but it only appears to the left
for a moment

if score <= 0
remove respawn
"You're dead, Pork Chop"
(or somethings.)

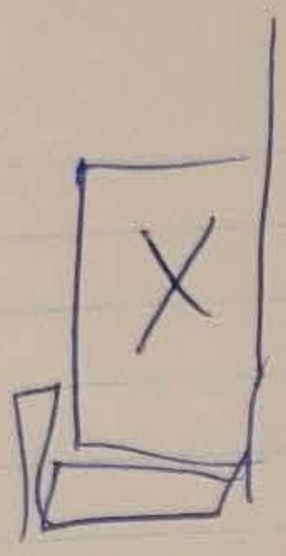
Make basic "player drop_disk" dependant
on score being > 0

↑ This works!!
Thank god.

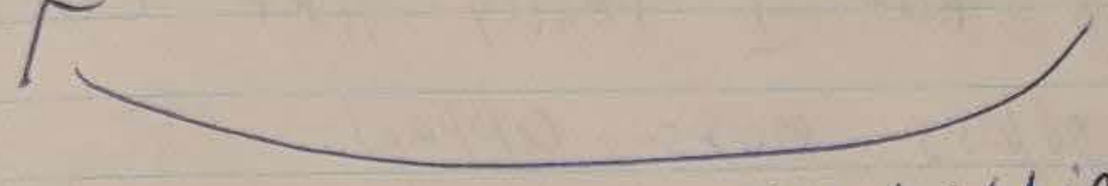
Win condition:

if Score > 7000

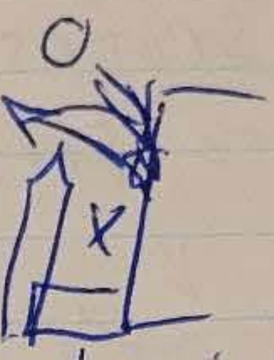
normal respawn has to change to... um...
if Score > 0 && Score < 70001 (?)



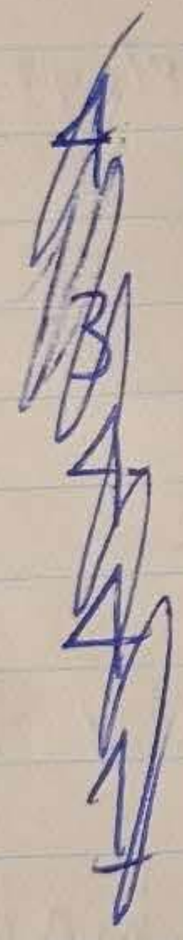
disembodied death buckets
Kill the player, but wherever
the corpse lands effects the
score. Add a container.



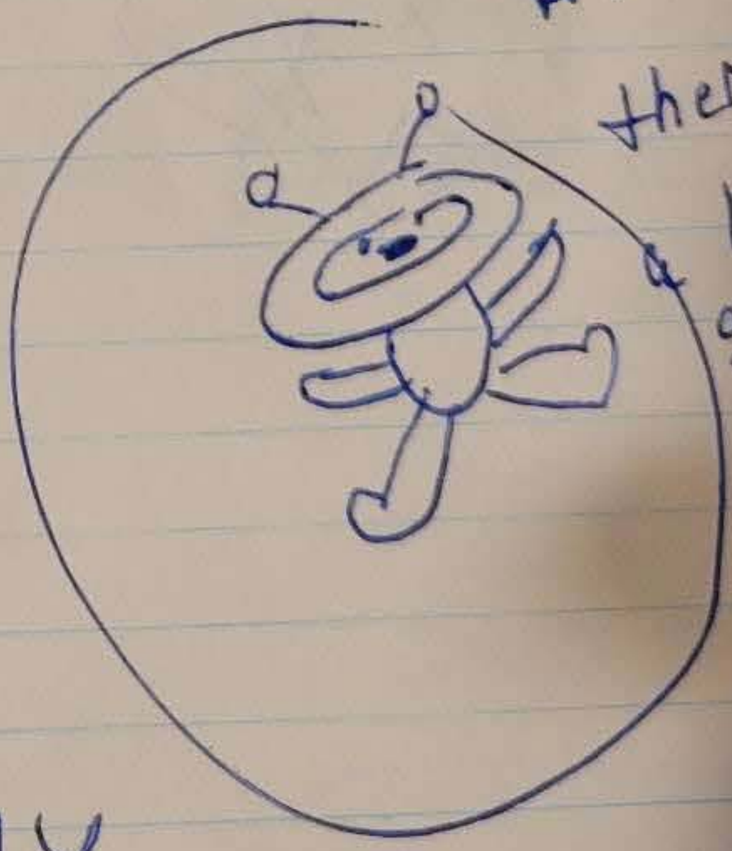
players were hitting
the wall so hard
they bounced out of the
side holders. Made the lower
walls absorbent.



increased
Y on peg
bucket as
players are
still falling
out.



What if
there was
little
guy...

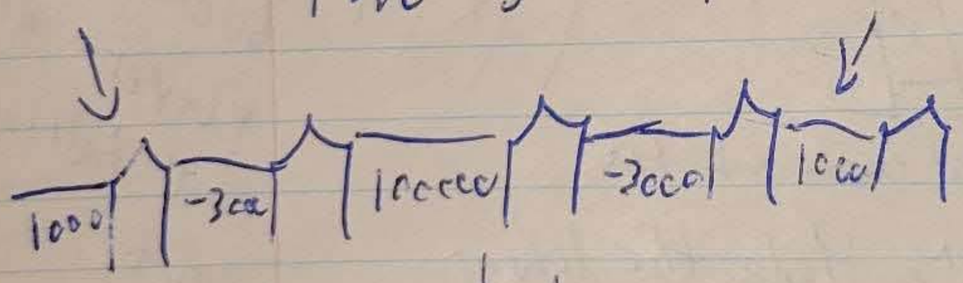


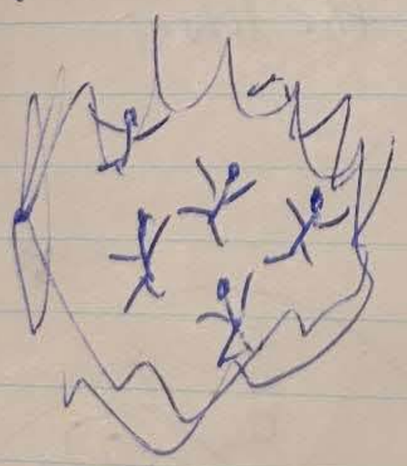
(Why is the player
bouncier now??)

This
was my
best idea

placing SpawnNewPlayer();
in the win state does not
automatically spawn in new guys.
dissapointing, but I really like clicking
to make endless guys appear.

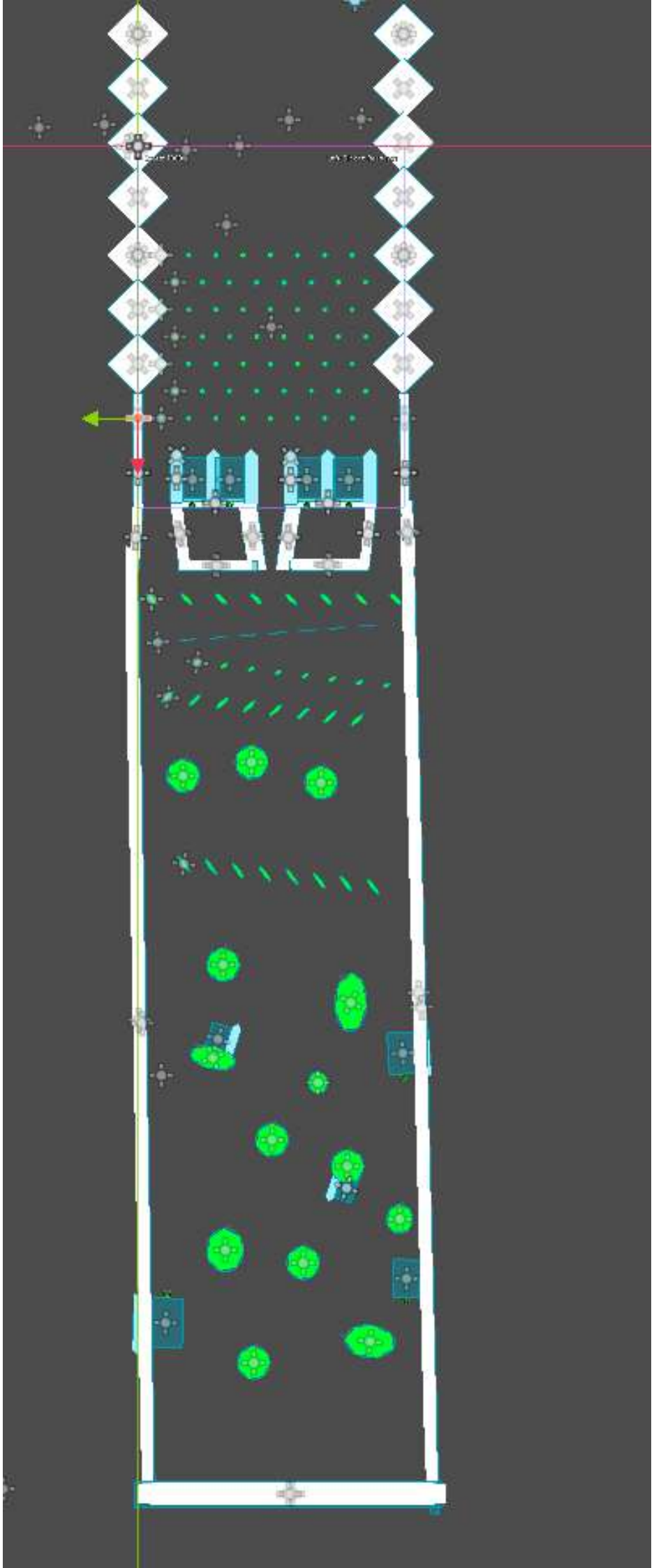
Increasing side scores makes
the game more feasible and
increases playtime

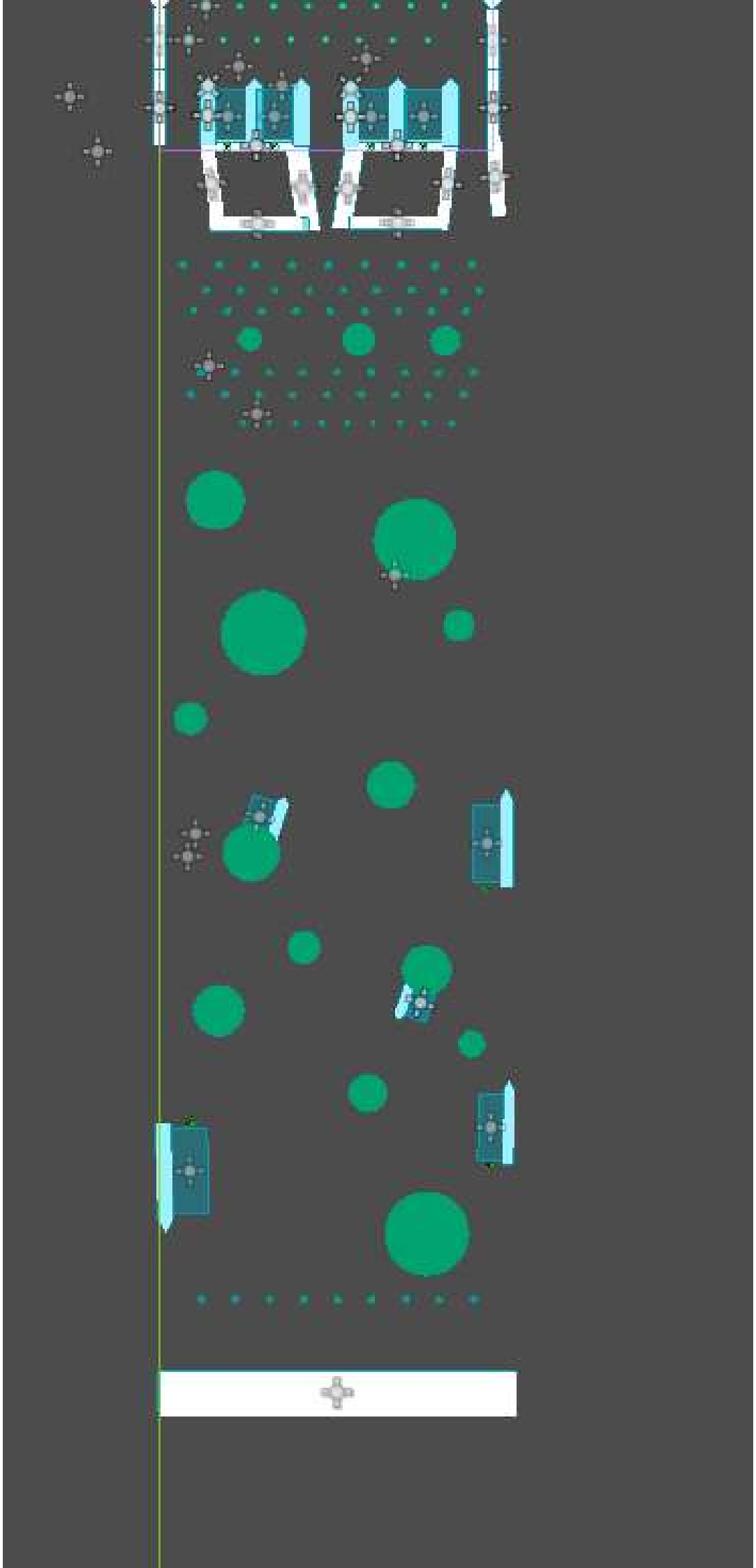


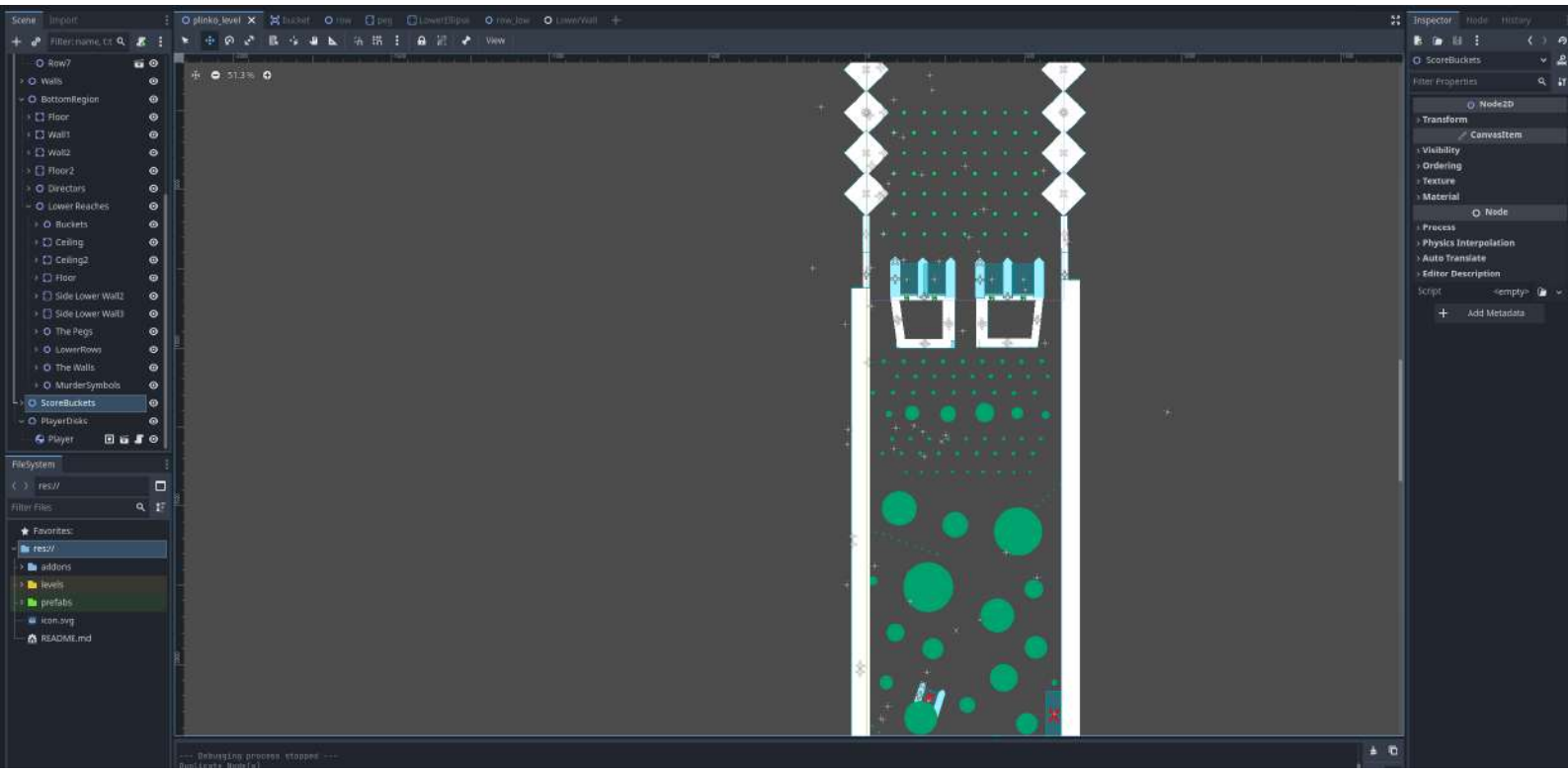


lotsa guys

This is
a genuinely fun
reward I think!!






Scene
Import
plinko_level
Bucket
Row
peg
LowerEllipse
row_low
LowerWall
View
Row7
Walls
BottomRegion
Floor
Wall1
Wall2
Floor2
Directors
Lower Reaches
Buckets
Ceiling
Ceiling2
Floor
Side Lower Wall2
Side Lower Wall3
The Pegs
LowerRows
The Walls
MurderSymbols
ScoreBuckets
PlayerDisks
Player
FileSystem
res://
Favorites:
addons
levels
prefabs
icon.svg
README.md
Inspector
Node
History
ScoreBuckets
Filter Properties
Node2D
Transform
CanvasItem
Visibility
Ordering
Texture
Material
Node
Process
Physics Interpolation
Auto Translate
Editor Description
Script
<empty>
Add Metadata
--- Debugging process stopped ---