**Gravity Prototype**

Core game loop

1. Balls enter the screen from an input
2. User places platforms and machines to guide the balls into the correct output

Mechanics

**Place platforms**

Physical platforms that the balls will roll along

**Give platforms a material**

Materials affect the physics of the ball

**Place machines**

Machines are objects that affect the ball

Materials

**Steel** (friction)

Balls will roll along the platforms with friction applied (hence get slower and eventually stop)

**Ice** (no friction)

Balls will roll along these platforms with no friction (hence speed is maintained and balls never stop)

**Rubber** (bounce)

Balls will bounce off of these platforms

Machines

**Mixer machine**

When two balls enter a mixer machine, the machine outputs a ball of the two colours balls combined. Example: Yellow and blue ball enter machine. Machine outputs a green ball.

**Un-mixer machine**

Performs the opposite of a mixer machine. Takes in one ball, outputs two balls of colours used to make the colour. Example: Green ball enters machine. Machine outputs a yellow and green ball.

Level Examples

See Appendices.