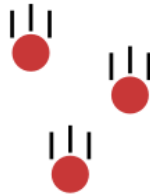


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Planning: 'Cargo' Pieces & Magnet Effect



Cargo pieces can be instantiated by colliding with a button. Each cargo piece can be a prefab with a 2D Rigidbody (to allow gravity + physics) and a circle collider.

NOTE: Adjust the mass and gravity scale, too much mass could make the truck flip over
^ Truck can be tilted back if it flips over, but try to avoid that entirely

A large trigger box collider at the left side of the screen will activate the 'magnet' effect.

~~Script on the trigger itself or each cargo piece?~~ ← Can't do trigger itself, doesn't have reference to each cargo piece

^ Could just check 'if object is Cargo, flip its gravity?

Make a dedicated Cargo script. If the cargo enters a trigger, get the 'Gravity Scale' value from the RB and make it -1 (should look like it's flying out of the truck).