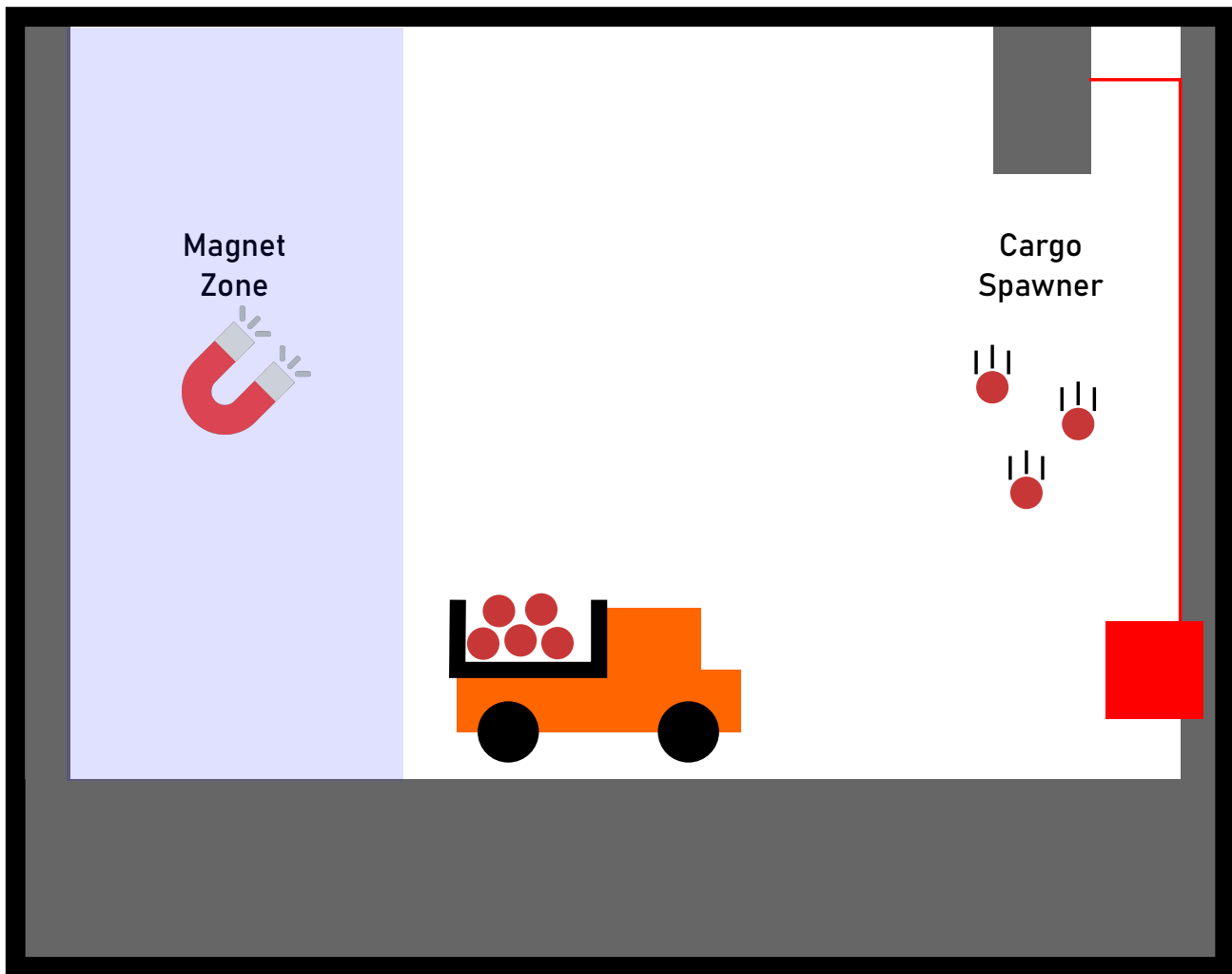
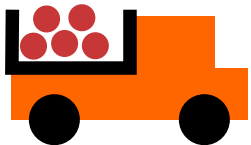


# Pseudocode / Layout Ideas



The player controls a truck (left & right to move, up and down to tilt). The truck can press a button at the right side of the screen to spawn spherical 'cargo' pieces that drop into the truck's bucket. After the player has enough cargo pieces in the truck, they can reverse to the 'Magnet Zone' which grabs the cargo pieces and sends them flying upwards.

- The truck will have a 2D rigidbody for movement, and various 2D box colliders to match the truck's shape.



Forward & backward movement = `transform.Translate`  
Side-to-side tilting = `rigidbody.addTorque`  
Player input = `input.GetKey`

- The button can check for a collision, which then instantiates each cargo piece at the top of the screen.
- The 'magnet zone' can be controlled by a script in each instantiated Cargo object. If a piece of cargo enters the blue zone, the object's gravity scale is flipped, making it look like it's flying upwards towards a magnet.
- Destroy each cargo piece when it goes offscreen!