

Assignment 1 – Pachinko Game

Objectives:

Your goal is to create a Basic Pachinko game. Pachinko is where you drop balls from the top of the board, and they fall through a maze of notches or obstacles until they reach a slot at the bottom.

- A Pachinko game where you have balls that fall from the top all the way to the bottom of the machine
- Create the Ball Spawning System where the Ball will spawn upon the Player pressing Spacebar. Make sure this marker is visible while the player is playing.
 - This spawner can be moved around using the Directional keys or the WASD keys.
 - Make sure that this Spawner is also bound at a certain top section of the game. Make sure you cannot spawn balls below a certain point.
 - Also make sure you cannot spawn the balls outside the Pachinko Board
- Obstacles midway the Pachinko board can change the ball's trajectory or movement.
 - Implement some Dynamic Obstacles in the game. They can be moving left and right, or they can be simply rotating (you can use paddles for these)
- Once the ball reaches the end of the board, and into a slot, the ball gets destroyed.
- Award points to the player based on which slot the ball lands into. Harder slots give more points.
- Make sure the game is created in a **768x1024** OR **1080x1920** screen dimensions (can be horizontal or vertical)
- Implement a UI that keeps track of your current score.
- The game has collectable pickups throughout the whole board. Picking them up will add towards your score.
- Improve and Polish your Pachinko board further. Try to have more obstacles that can influence the ball's path.

Going Above and Beyond (some requirements may require basic research into their features)

- Make sure the balls don't get stuck midway the machine.
- Provide a sense of theme into the game. The art does not have to be grand, but make sure that all the images put together complement one another.
- You're free to create other features that will provide the player more scoring opportunities.

Deliverables

- The **Unity Project** uploaded to Omnivox (no need to upload a build)

Marks Breakdown

#	Criteria	Mark	Total
1	Basic Mechanics of the Pachinko Game is implemented (balls falling, obstacles, slots that give points)		20
2	The Controls for spawning balls work properly and has specific clear bounds on where the player can spawn them.		20
3	Scoring System works accurately, including the UI that shows the player's score.		20
4	Pickups have been implemented and sprinkled across the board.		15
5	Game runs on 768x1024 or 1080x1920 Window Size		10
Above and Beyond			
B1	Game looks aesthetically pleasing. Art assets are used, and not just primitive sprites.		9
B2	Pachinko Board Layout Is Creatively Done		6
Penalties			
	Bugs not related to the criteria above (depending on severity)		
Total			100