1. Planks
   1. ABP
2. Trash
   1. Trash cant spawn in same ‘lane’ as plank
3. Walls
4. Rat Traps
5. Spinning Spikes
6. Bats

Always be plankin’

Add new obstacles based off turns, random like every 1-3 turns

Make Bat predict rat position

Wyd with that cheese bbg

* We making a cheese with the cheese
* Dash Ui (cheese that fills partially in
* Every 3 cheese get a new dash
* 6 total dashes says Maddie but I think 4 may be better. Maybe I will do 5
* Add A cool down

Score System - Big Number very satisfying

10000 per 5 seconds

Random from 260 – 500 (60%) chance 501 -750( 25%) chance for a cheese 751-1500 (15%)

Visual effect for cheese worth 1000 or more

Cheese size scales with score

+100-500 points Based on how close to object fiddle with numbers for physical distance

There is a distance function for this

No Z on walls

If time, make plank wobble