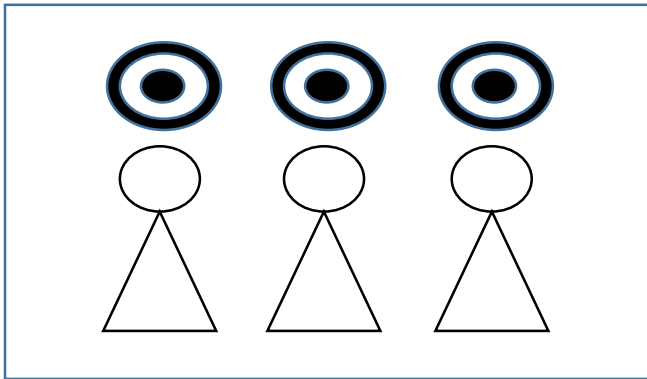


Use this link to vote: <http://www.easypolls.net/poll.html?p=54e038a4e4b0fec8f472a2db>

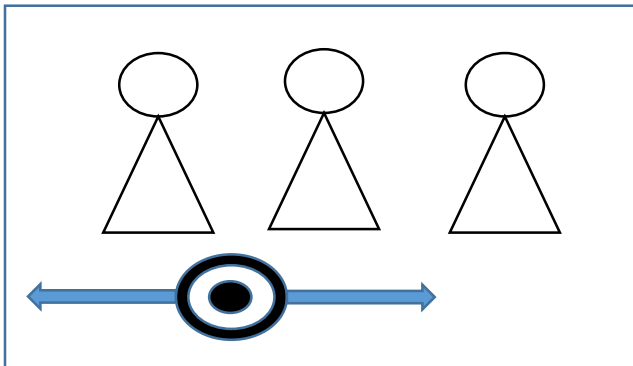
Which target mechanics do you prefer?

1) Static target:



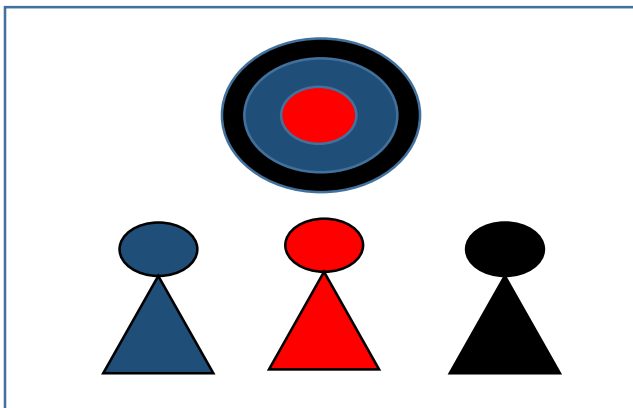
As shown in the picture above, there is a static target for every “dunkable” character. If the player hits the target number 1, then the character corresponded to that target will fall.

2) Sliding target:



As shown in the picture above, there is a target that slides left and right. If the target is hit while it is under one of the dunkable characters, the character above the target will fall. If the target is hit when it is between two dunkable characters, both characters will fall.

3) Dunk correspondence by ring:



As shown in the picture above, each ring corresponds to one of the dunkable characters. If the blue ring is hit, the blue character falls and so on.