Task list week one

* Creating a scene in Unity
* Creating both players
* Creating both platforms for both players and colliders
* Creating platforms movement and rotation
* Test speed of player movement and platform movement
* Colliding with an obstacle should restart the ball
* Winning will switch game to the next scene

Stuff overall

-create timer

make win screen

make ball reset after small amount of time

create dash movement

make back button

make instructions screen

make main menu

create points that stay across levels

set up level 1

level 2

level 3

Game theme ideas

Bugs, picnic,

Cookies, mild

Apps, trash can

Armadillos

Asteroids, to destroy planets

Penguins

Bubbles

Skulls

Pandas

Tennis balls, dogs mouth

Eye balls, eye socket

Planets black hole

Sea urchins, octopus

Black, turns into paint

Hamsterball

pangolin