Hypothesis/Aim:

To test a mechanic of changing size and mass of an object in combination with physics based puzzles.

Report:

The goal of this prototype is to test the mechanic of changing the mass of a ball and using this mechanic to build puzzles around. This prototype is focused on the unity physics engine and what we are able to do with it. The prototype was used as an experimental testing ground for three physics-based puzzles: a pulley system, a projectile cannon, and springs.

The development of the modular puzzles was challenging due to the added time need for planning and understanding the physics of the