mod: plinko game
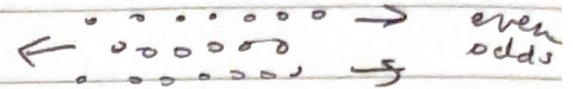
ideas:

- physics 2d. gravity =
-     - camera. up
- move pegs side to side for each row

    └→ needs:
        - pos.x / x position
        - speed & time (?)
        - direction & boundaries

- change shape / gravity / mass

    └→ · square
      - triangle
      - hexagon   change rigidbody 2D to corresponding shape
      · pentagon   & sprite under disc to corresponding shape

↳ ??

- randomize shapes every time?

- button functions?

- use UnityEngine. SceneManagement; (switch between scenes)

↳ - change gravity scale of disc's rigidbody 2D ??

skin:
- change pegs to circular images / shapes
- change disc image?
- create background image (carnival theme)
  & food →

PROBLEMS:
- camera in use; can't switch scenes
- solution(?) = remove camera follow
- the -camera. up (don't know how to use) & physics 2d. gravity