Hi Sheldon. It's mostly there but just needs some fine tuning. I had a bit of work to get the screen the right size to make everything work and get the bucket to appear on screen. If this is designed for a phone-like resolution you should impose such a resolution in the player settings. Other issues I find is that the collectibles aren't actually collected by the bucket. They still affect score and points but it seems they don't disappear to show as collected. The UI for lives is also way off somewhere and no where to be seen. I'd also like to see some more interesting mechanics. The coffee is nice (although you move *really* fast with it) but some additional buffs would be interesting and kind of needed to add some more dimension to this otherwise shallow feeling game. Something comes to mind, a wrench that comes in like a boomerang and zig-zags around instead of straight down and actually decreases your score if collect it (it throws a wrench in your plans.. ha). Get creative with it. But there is certainly room for more buffs and penalties.

-Alex

So, the reason things weren’t looking the way they were is because I made this to be played in portrait mode on a phone (1334x750). I think I imposed a portrait only mode in the player settings but I’m not sure if it worked so just in case it doesn’t, play the game in portrait lol. I figured out how to get the collectables to disappear, also I had forgotten to add anchors on the bucket and the lives text so that’s why they were all over the place, I think. I added a wrench in like you suggested and also, I added a special hour glass which slows down time. Unfortunately, I couldn’t figure out how to make the items fall in any other path except straight down. I hope this is okay now.

-Sheldon