Plink-o Game

In creation of this project, I learned a lot about the functionality of Unity. One of the major problems I encountered was resetting the ball once points were scored. I attempted to use a Vector2 to move it back to the start position, and didn’t realize until much later that a Vector3 was required.

The game functions as any other plink-o. The player chooses the drop position of the puck using the left and right arrow keys, and then presses the spacebar to drop the puck. The puck bounces around on the pegs, until it eventually falls all the way through to the bottom. At the bottom, paddles are waiting to catch and reset the puck as well as add to the players score.

Project Link: