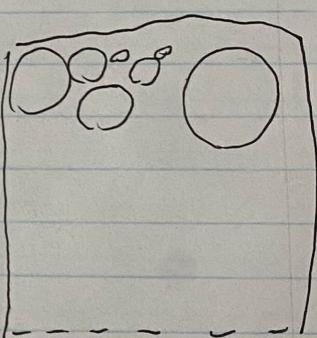


SuikaBats

- 11 fruits (usually, can change)
- if the same fruits collide, they merge into a bigger fruit.
- if Fruit touches top, game ends.
- dropper cycles randomly through lesser fruits (I think it stops @ 5)
- books for if certain fruits touch?
 - ↳ if false spawn small fruit
 - ↳ if true despawn small fruit, spawn big fruit
- Maybe flip canvas? 

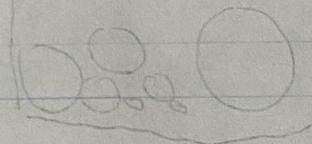
Bumblebee bat > Honduran White bat > little brown bat > Florida bat >
> Hills Horseshoe > Cali Leaf-nosed > Vampire > Ghost-faced >
> Big-eared > flying fox
(May Change aesthetically?)

(Unrelated to the project, but apparently the original Suika game was made for a projector. Thought that was cool)

- Fruit class?
 - ↳ alt, 11 classes? (Could just do arrays?)
 - ↳ May be weird for collision?
 - Dropper class
 - Management class?
 - ↳ Could just do in main?
-

Step 1: Random Fruit Gen

- ↳ Each ball assigned to own ~~Scene~~
- ↳ Dropper 15



- ↳ Rand Range when drop called

- ↳ May change? May cause issues with icon changing

Step 2: Merging

- ↳ if same balls touch destroy & make next step
- ↳ Area 2D around balls, if one enters merge

- ↳ Merge areas interact = destroy ball / create new balls

↳ Export Rigid Body, Rigid Body, Quacfrz

↑
Couldn't get to work:(

Step 3: Score

- ↑ Export \hat{p} convert to dropper
- └ assign balls values
- └ add dropper points to Score

Step 4: Death plane

- └ queue-free when hits top
- └ Set up timer
- └ May cause issues bc merger is an Arkad

