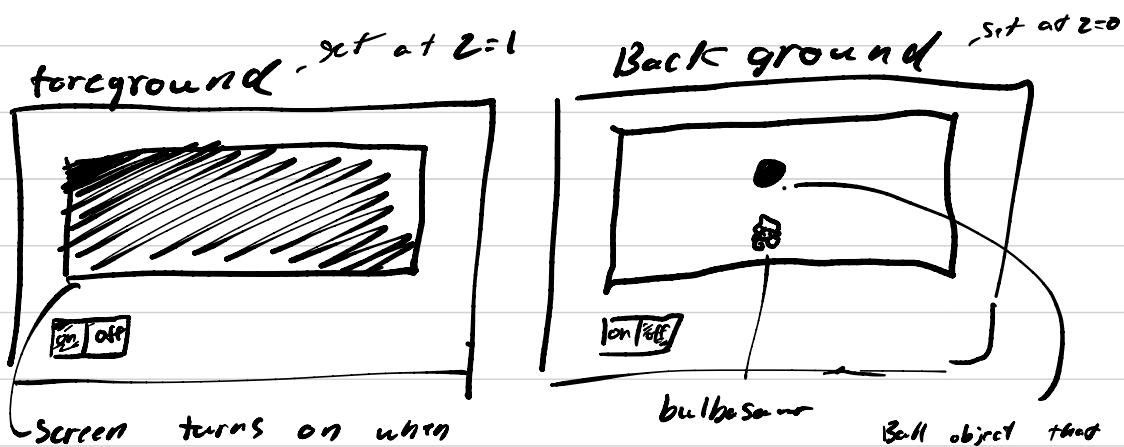


Mechanical drawing plan

Idea: a toy which has a switch
to turn on a small game thing
- Bouncy ball game



Screen turns on when

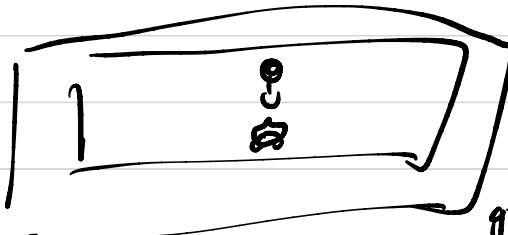
Button is clicked "button = true"

else the screen is
black.

bulbsoar

Ball object that

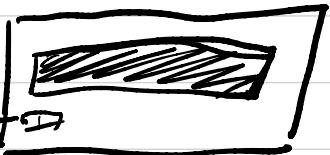
constantly falls
to ground using
conditionals and
lisp/animation curves



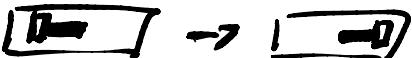
when ball falls to
ground it player

presses Space the ball will disppear
and a pokemon will spawn

Script 1 : turn on screen



Create a boolean isScreenOn and check using if statement, If false then screen is off.



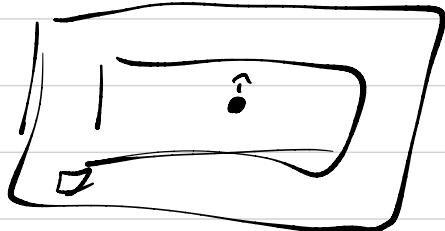
use if statement and input.getMouseButtonDown to check if its clicked to change boolean to true

if boolean is true then turn off the display of this object to reveal behind.

Script 2: Ball fall game

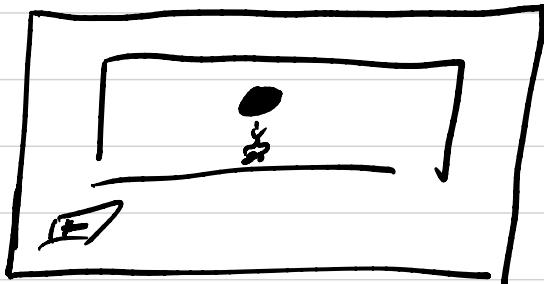


here if statement which checks
the height of the ball if it
is greater than the ground then
make the ball fall.



^{key pressed}
make ball go up
by increasing y when
space is pressed.

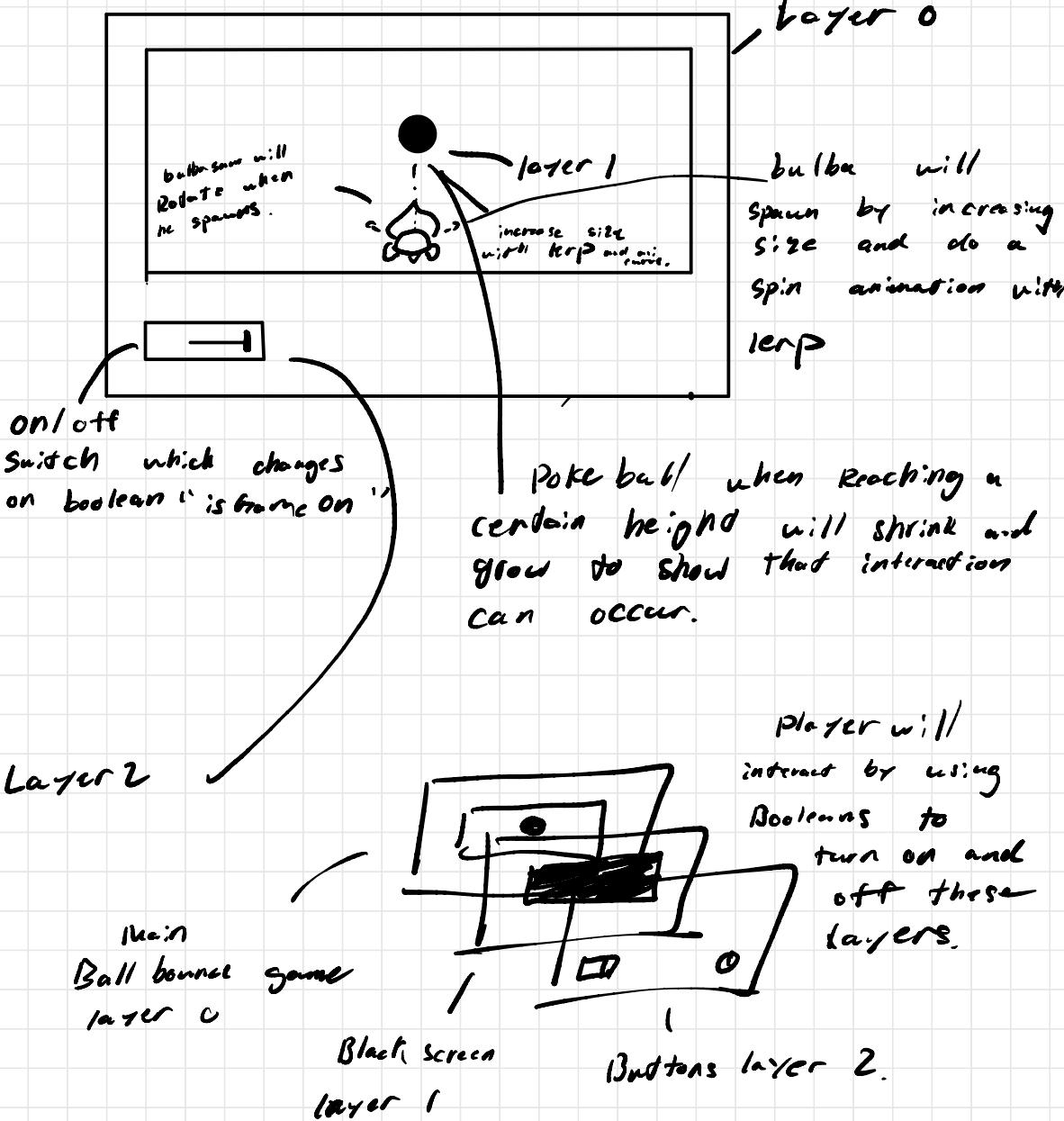
Script 3:



check using if statement seeing if the boolean ball is on ground = true.
if it is true and player presses space a pokémon will appear.

have the ball to grow and shrink in size when bool is true to act as a prompt to the player that they can interact.

Technical Drawing



Pseudo code.

Turn game on and off

update : if mouse is pressed

turn boolean gameon = !gameon

if gameon = true

pos.z = behind over other
layer.

else

pos.z = return to original spot.

Pokeball Drop:

if height of ball is greater than
ground

fall down.

if game is off

reset height back
to original.

Pokeball expand and shrink:

if ball on ground

change t on animation
curve which will shift

size up and down with scale.

if space is passed, set ball to layer
behind everything.

Spawn bulbasaur:

if space is passed
and ball is on ground

increase scale of
bulba to spawn

Spin animation

if spawn bulba
use mathf.lerp to
change rotation Z
360 degrees

Make bulba walk

if scale of bulba is
at desired size
move bulba using
pos.x and if
statements to change
direction.