Final Project Report

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Mouse/Keyboard Controls:

Middle mouse drag/ right mouse drag	=	zoom
Right mouse click	=	toggles freeCamera vs shotCamera modes
Left mouse drag	=	adjust camera angle
W, A, S, D	=	camera moves forward, left, back, right

Sounds:

We only have 2 sounds. Ball goes in a pocket and ball hits ball. We don't do the ball hits ball during the opening break because it just doesn't sound right, we don't have audio blending. We are using the simple PlaySound() defined in Windows.h.

Physics:

We did manage to implement basic physics. We didn't make balls trajectory affected by spin, which is the case in real pool.

Rules:

We have no rule restrictions. This allows the player to create any rules they like.

UI:

Power gage	=	Adjusts the power of the shots
Rack	=	Resets the balls
Shoot	=	When in shot mode, it will shoot the cue ball along its ray
Mode	=	Toggles freeCamera and shotCamera