

## PROJECT DESCRIPTION:

Our code lets you play a miniature version of the popular recreational game carrom. The x position of the striker can be changed before striking and can be released with the click of the mouse.

## FEATURES IN THIS PROJECT:

Our code lets you collide two coins .You can play the game until the coin goes into the pocket.

## PROCEDURE FOLLOWED:

Initially we started to work on displaying two circles on the canvas which represent the coin and the striker.

Once that was done we had gained the familiarity of using the canvas functions. Then we made the two circles move while this was an important step we still hadn't worked on the collision which was pivotal.

Figuring out the physics part was difficult and took about 3 hours. Once we got the collision right we tested that part.

The carrom board needs to have boundaries and it should reflect back if it hits the walls of the board.

So we put a method for that. So we now have collisions with coins and board, what we need now are pockets for the coin to fall into.

## HOW TO PLAY THE GAME:

The game opens with the canvas setting of a striker and a coin. The user can use the mouse to set the x coordinate of the striker and once they are satisfied with the position they can click the mouse to finalize the position of the striker.

The direction of striking is the line joining the centre of the striker and the mouse pointer. The farther the distance of the pointer is from the striker, the higher will the initial velocity of the striker will be.

## WIN CONDITION:

You will win if the coin goes in the top left and bottom right

## LOSE CONDITION :

The coin goes in the top right and bottom left .

## WHAT DID WE LEARN:

We learnt how to use the functions defined in canvas framework. Implementation of javascript and thorough use of high school physics was essential to make this happen. We also learnt how hackathons work and the fun of coding thorough the night.

## DONE BY:

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