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| HW2: Pool Game  CET 372: Design and Development of Multimedia | **HW2: Pool Game**  Ali Eren Kayhan  March 15,2022 |

**HW2: Pool Game**

I added a tag called Balls in balls expect beyazball. I used the unit asset package that we used in the lesson.

I did the bonus part. When you click the left part of the mouse, the angle changes. I created a part for this changes. To hit the balls with mouse angle, you should press the space key. (Tuşa basılı tutunca seçilebiliyor)

Also, you can manually enter values.

**Reference**

CET 372 Lessons

[**https://assetstore.unity.com/packages/3d/props/free-barcade-asset-pack-123704**](https://assetstore.unity.com/packages/3d/props/free-barcade-asset-pack-123704)

**https://docs.unity3d.com/ScriptReference/Input-mousePosition.html**