

8 - BALL POOL

- The home-page:
 - *Play* button: Takes the users to the actual 8-ball pool gameplay page.
 - *Help (?)* button: Shows users the game's rules, with a 'back' button to return to the homepage.
 - *Sound* button: First decreases the volume of background music to 0 with every click, then increases the volume back up until the original volume with every click.
 - *Quit* button: Closes the game when clicked.

- The game:

Game Objective:

The goal of 8-ball pool is to pocket all of your designated group of balls (either solids or stripes), then legally pocket the 8-ball to win.

- A player is picked at random to start and break the game.
 - The user can pull the stick backwards by clicking and dragging the cursor in the backwards direction. The further the stick is pulled, the greater is the force with which the cue ball is hit.
 - If the starting player pockets a ball on the first hit, the ball types aren't assigned and the same player goes again. Whichever type of ball is pocketed in the second hit, that ball type gets assigned to that player. If none is pocketed, the turn switches to the other player.
 - The avatar of the player whose current turn it is, glows.
 - Once the ball types are assigned to each player, players must only pocket their respective ball types, with the 8-ball at the end. Various fouls can be committed by the players.
 - Possible fouls:
 - 8-ball was pocketed before all the balls of the player: this immediately ends the game with the other player as the winner (sound on for full experience!)
 - Cue ball is pocketed: The other player gets to place the cue ball wherever they want (called a ball-in-hand foul). The game also shows a cross if the player tries to place the ball at the same place as another or in a pocket to indicate that that is not possible.
 - No hit foul: If the cue ball doesn't hit any other ball, it leads to a ball-in-hand foul.
 - Hitting the opponent's ball-type first with the cue also results in a ball-in-hand foul.
 - If a player has pocketed all their respective balls, they get assigned the 8-ball. If they pocket the 8-ball, they win the game.
- The win-page:
 - Once a player has won, the game ends and displays the win-page, stating which player won and asking the users whether they wish to play again. The 'Play' button takes users back to the home screen, while 'Quit' closes the game.