# Billards Stages

Your development of billiards must be done following this sequence. At the start of each step you must create a new branch in your git-hub project named after the stage. When you have completed the stage and checked it’s working then you must merge the branch back into the master. Do a simple commit to the master branch editing the main comments section with the time taken on the branch and then create a new branch for the next stage and repeat the process. There should be 7 branches one after another. Do not delete the branches after merging them (as recommended by the Internet) leave them for Pete to see and give you marks for.

**Marks will only be awarded for code found in the appropriate branch.**

1. Stage 1
   1. SFML game loop
   2. render empty window
   3. update nothing
   4. exit on close.
2. Stage 2
   1. Green table
   2. moving white ball
   3. friction
   4. cushions
3. Stage 3
   1. Aim
   2. Release ball
4. Stage 4
   1. Red ball
   2. Collisions
5. Stage 5
   1. Yellow ball
   2. Alternating turns
   3. Cannon detection
   4. Std output
6. Stage 6
   1. Pockets
   2. Scoring
   3. Ball placement
7. Stage 7
   1. SF Text
   2. Sounds
   3. Polish
   4. Rules check