* Implement the following shapes as pinball game elements 8
  + Cylinders
  + Capsules
  + Tetrahedron
  + Box
* Implement the followingconstraints: 8
  + Hinge constraint
  + Generic 6 Degree of Freedom Constraint
  + Slider constraint
* Implement collision filtering to optimize collision detection within Bullet 2
* Implement **at least 3** categories of collision feedback influencing game actions 15
  + Different collision feedback responses based on model
  + Triggering sounds to be played
  + Accumulating points
  + Losing lives
* A proper debug renderer is implemented inheriting from Bullet’s btIDebugDraw 2
* Gameplay 5
  + Point tracking
  + 3-round game
  + Game-over
  + Optional play-again
  + Restart hotkey