Blue Marble Health Programming Test: Bocce

1. ~~Main Menu~~
   1. ~~Start~~
   2. ~~Instructions~~
      1. ~~Back~~
   3. ~~Quit~~
2. Main Scene
   1. ~~Basic HUD to show whose turn it is~~
   2. ~~Add multiple teams~~
      1. ~~Red & Green~~
      2. Coin flip at start. Team that wins can choose to throw the Pallino (go first) or the Bocce (throw second) NOTE: Scrapping for now
      3. ~~Game goes to scoring after each side throws 4 balls~~
   3. ~~Spawn Multiple Balls~~
      1. ~~Each side should get a chance to throw 7 balls~~
   4. Each team gets two chances to throw the Pallino in bounds. Keep alternating until it lands in bounds
   5. Score System
      1. ~~Look up Bocce rules to see how scoring works~~
      2. ~~Each team gets 4 throws per round~~
         1. ~~Once each team has thrown all 4 balls, the scoring begins~~
      3. The ball closest to the pallino is 1 point. Each subsequent ball closest to the pallino of that color is an additional point. When the next closest ball is from a different color, scoring stops, the field is cleared, a new round begins, and the pallino is thrown again
      4. Keep beginning new rounds until one team has 7 points.
   6. Deal with cases where Balls fall off side
      1. What happens when Pallino goes out of bounds or hits the back wall?
         1. Answer: it doesn’t matter if the Pallino hit the back wall.
         2. If it goes off of the side at the initial toss, the team that threw it out of bounds gets one more chance to throw it. If it goes OOB again, the other team throws it.
         3. Case where the last ball thrown goes out of bounds throws off the whole score reporting system
      2. ~~Make sure Bocces that go off the side are counted as turns even though they get destroyed~~