The game I have made is a simple version of pool. On screen is the cue ball, in white, the object balls, in red and yellow, the pockets, in black, and the cushions on the sides, in green. Additionally, a cue comes on screen in the form of a small light green dot (more on this later). Object balls are intended to bounce off of each other and the cue ball. When they hit the pockets they go into them and are removed from the screen. The pockets and walls stay in place and help to guide play. The cue ball can be struck by cue and will also bounce off of the other things as the object balls do. The cue ball can not fall in the pockets.

To play the game, you must click on screen to bring up the cue. Once this has been done, the cue will appear as a small green dot and will follow the mouse. Hitting the cue ball with the cue will send it off in the expected direction. Hitting other balls with the cue will pick the cue back up requiring you to click again. The cue will only be able to be put down when balls have stopped moving around sufficiently. The player is intended to use the cue to hit cue ball until they get the balls in the pockets. The cue ball is the thing that the player controls.

Interactions summary:

* Cue strikes the cue ball
* Cue ball strikes other balls
* Other balls strike each other
* Balls strike the cushions
* Object balls fall into the pockets

Sounds are played whenever a ball falls into a pocket, the cue ball is hit, or object balls are hit by the cue ball. The goal of the game is to hit all of the balls into the pockets. The player scores by hitting a ball in and will see it removed. Once the player gets all the balls in they win.