

Step 7 The text is set up ~~using~~ <sup>with</sup> by setting the font, colour and size of the letters. Sounds will be added after the game works perfectly. Clip sounds when the balls collide and a rolling sound if the balls collide with the pockets. Polish will be added last adding more to the game such as fancy sprites for the table or balls, new sounds for the balls and even particle effects such as sparks when the balls collide of each other and maybe flames emitting from 1 of the balls if they are stuck hard from another balls. Rules would be checked with play testing when the game is done.