**The process of making Carrom Game was as the following:**

1. Organizing the hierarchy to be more readable.
2. Putting the essential game objects with their sprites.
3. Make the needed boundaries and colliders to be ready to test later.
4. Make the functions of main striker (moving with the bar, drag and release in a certain direction, scaling helper arrow as we want)
5. After making sure the colliders work when a striker hit the pucks, pockets functionality was made by triggering colliders with certain tags of pucks and strikers.
6. Make enemy AI which shoot to the nearest puck and change turns between main striker and enemy.
7. Make the scoring system based on turn.
8. Make a simple home scene with a button and a creative title style.
9. Polishing the game with animations and making sure that all the game gets together.



