**Game**

This asset have example of “8 ball pool” game.

The asset includes -

// Aight ball pool game manager, managed all logic dependent in game UI, network and player settings.

*public class AightBallPoolGameManagerUnity : MonoBehaviour*

*// The cue shot controller.*

*public class ShotController*

*// Game user interface controller.*

*public class GameUIController : MonoBehaviour*

*// The game time UI controller.*

*public class TimeController : MonoBehaviour*

*// 3D and 2D mode manager.*

*public class ThreDTwoDManager : MonoBehaviour*

*// Manager for targeting on cue ball in 2D mode.*

*public class Targeting2DManager : MonoBehaviour, IPointerDownHandler*

*// The balls sorting manager, select the gameobject with component “BallPoolBallsSortingManager” and sort balls.*

*public interface BallPoolBallsSortingManager*

The classes -

AightBallPoolAI

AightBallPoolGameLogic

AightBallPoolGameState

AightBallPoolGameManager

AightBallPoolNetworkGameAdapter

AightBallPoolNetworkMessenger

AightBallPoolPlayer

Overrides for “8 ball pool” game.