Bullets 2 Balls

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Concept

This is a game of pool... with a twist! The pool cue is replaced with a gun powered by the loudness of the user. So the louder the user yells into the mic the more power will be put into the shot. We will also implement a laser sight in order to have the user be able to make a more pinpoint shot on the ball.

Features (As of Now)

- When trigger is pulled will allow the sudden burst of sound to be the shot strength
- Realistic physics on the pool balls and table
- Have a suspended hud to reset table when shot
- Have score keeping
- The ability to move around the table to aim your shots
- Local Co-op (2 players)
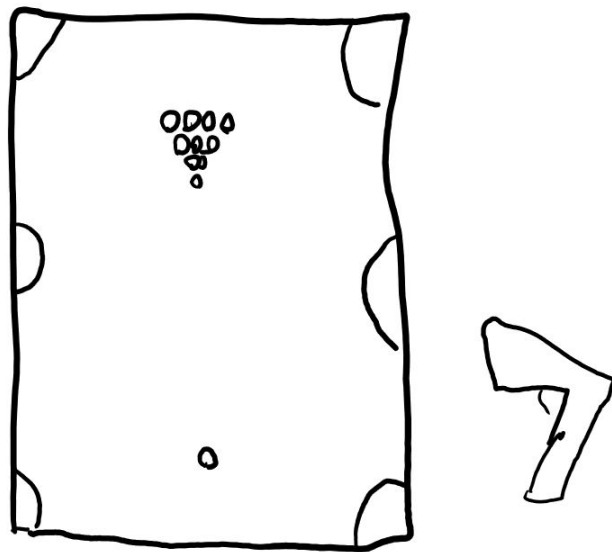
Group Contributions (As of Now)

Brighan Schwind - Gun scripting and interactions with balls

Ryan Browning- Scenery

Bryce Bond- VR testing and microphone integration

Picture of the idea

Already Created

Required tools

- Unity Collaborate
- The built in Unity microphone class
- Pre-built 3d models
- Hand made 3d models
- Physics engine