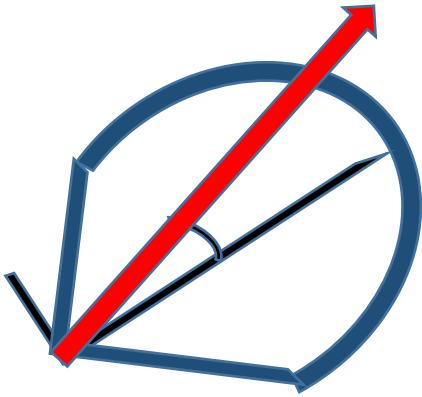


Use this link to vote: <http://www.easypolls.net/poll.html?p=54e0420be4b0fec8f472a2ed>

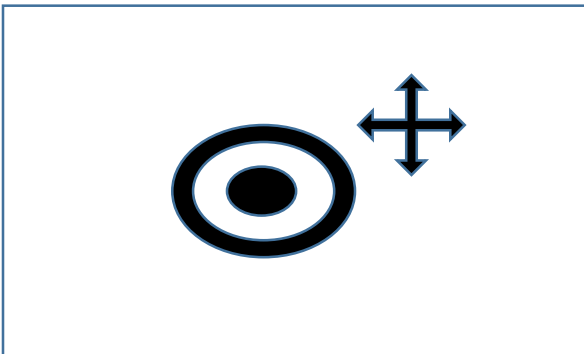
Which shooting mechanic do you prefer?

1) Rotate pointer and shoot:



The red arrow indicates where the player is pointing at. It can rotate two ways. It can rotate sideways controlled by moving the mouse left-or-right or left-right keyboard keys. How much it has rotated is shown by the blue arc. It can also rotate up-and-down by moving the mouse up-or-down or pressing the keyboard up-down keys. The degree of upward pointing is represented by the black arc. Once in position, the player holds a mouse click or presses the space-bar and there will be a bar indicating how much force the player puts into the throw.

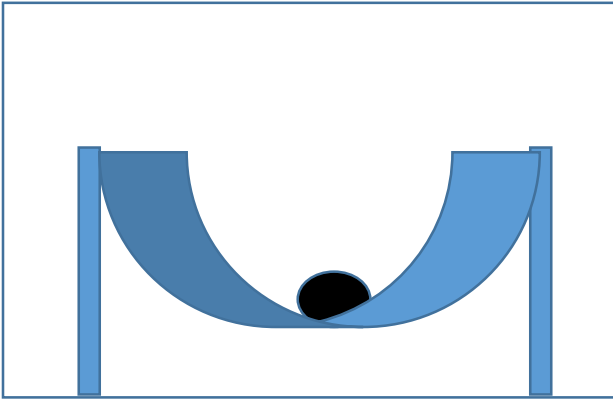
2) Mouse pointer and click:



There will be a cursor controlled by the mouse which represents where the player is aiming. Once the cursor is in place, the player holds a mouse click or presses the space bar where a force bar will fill up and represent how much force the player is throwing the ball with.

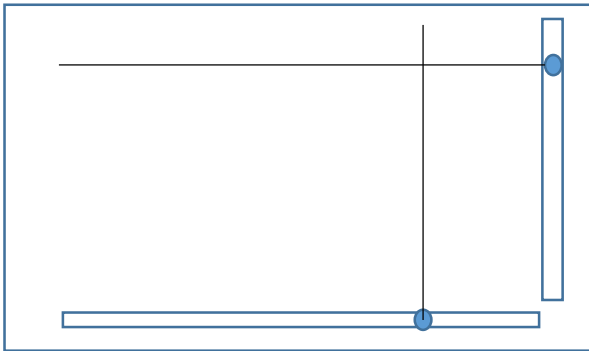
Continued ----->

3) The slingshot model:



To start, the player holds a mouse click and drags the slingshot rubber to aim. The amounts the player pulls the rubber back indicates the amount of force the ball will be thrown with.

4) Bars position model:



There will be two bars that have two balls in it that constantly slide freely inside the bars. When clicking or pressing a key will make one of the sliding balls stop a position. Once both balls stop they will make two lines which intersect at a point and the point is where the ball will be thrown at.