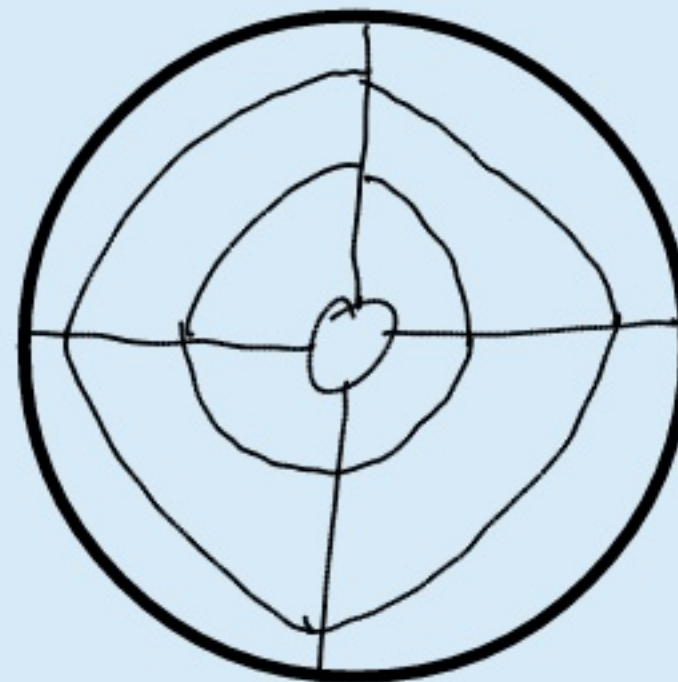


9 - Ball



Rounds/Score ①
Game Start: Lag Shot
Player 1 Wins
Rounds
Race to 9



②
Cue ball that will
be users clickable
play zone

6

- Rounds will not be sequential in ball play but will go in order of balls from 1 - 9.
- Rounds will start by winner of "lag" shot and that player will continue until a shot is missed
- Whoever sinks 9-ball wins

2

- probability will vary depending on where on the cue the player clicks (pixel ranges?)
- higher on cue will increase chances of scratching
- lower will minimize chances of scratching
- English on either right or left will cause cut induced throw and also alter probability of success
- (Gray out play area when not user's turn??)



Game Start will always begin with "lag" set-up

Each round will indicate a target ball and target pocket (random pocket suggesting might be too much)

Game area will display ball set up, and subsequent clip of outcome

(possibly series of possible ball set ups for each ball number ten series of videos of successful shot, failed shot and scratch.