# The Balling in sliding board usecase

The balling in sliding board is a tiny physics game. It have a ball, a slidingboard and numbers cans. The ball is pickable, the user can pick it and drop it upon the slidingboard. This movement can give the ball a speed in the 3d space, which can be used to knick the cans. The goal of this game is to knick down can as many as possible.

The number of implemented cans in the usecase is ten, there are also one sliding board, one ball, and a table. When the usecase starts the user finds himself in a small room with a table in front of him. All of them have been setted in a good sight, which can be easily pick and drop. All of the model were designed in Blender. Because of the lack in Blender, Victor help me to design the sliding board. At first there was a problem with importing the model into PolyVR, because the models don’t have any UVMap, so each time it will let the PolyVR crashed. After adding the UVMap,it finally works.The second challenge is about how to let the ball flying in the 3d Space.First I just wanted to throw the ball out of hand, which in PolyVR the Glove is. But i must bulid the physic model by myself, which is too difficult. So I decided to add a sliding board in my ucecase.When all of them finished, it seems not so bad.The third challenge is adjusting the hight of the sliding board, because at first the ball don’t get the euough speed to hit the cans.So I add the different weight of the ball and cans, make the object correctly physicalized with no friction. Then the ball can hit the cans. At the end, i’ve

also put the reset option and make it can connect to the Glove.

The difficulty of the usecase is how high should we drop the ball. With the different height the ball can get different speed, althrough it can hit the cans with different position and force.

