We will be simulating a game of pool. This will be a particle-based system where each ball is a particle, and the user can interact with the cue ball in an attempt to make the object balls in the holes. Between each shot the user will be able to click & drag from the cue ball to specify its direction and speed upon releasing the mouse click. The balls will collide elastically with one another and with the walls of the table. When a ball is knocked into one of the holes it will go out of play.

This will require the following classes, although we are a bit early in the design phase to say what methods/fields each class will contain

Main, HardSurface, Ball, CueBall, ObjectBall, Hole, Wall, Table

Dylan will be working on the Ball, CueBall, and ObjectBall classes. Myeongin will be working on the Hole, Wall, and Table classes. Karl will be working on the Main and HardSurface classes.

The order of development will likely go: Hardsurface -> Table -> Hole, Wall, Ball -> CueBall, ObjectBall -> Main. We have not begun implementing these yet.

**REMINDER: SAVE/SUBMIT IN .PDF FORMAT** (and delete this line)