

Carrom

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### About:

This is a supersimple carrom game. All the main basic rules of carrom board are covered in this game.

### Some Rules:

Dragging white coins in corner holes for player gives +10 while black coins decreases score by -5 ;

If queen goes into hole, the score is increased by 50;

Dragging all 19 coins ends game and displays the final score.

If striker goes into hole, then it cause penalty of 5;

### How to run:

-> Left-Right keys move striker on horizontal line with appropriate constraints.

-> Up-Down keys increase and decrease speed of striker accordingly( speed of striker changes as time changes and manually also).

-> keys 'a' and 'c' changes angle of striker.

-> on clicking space bar, striker is shotted;

-> mouse clicks are managed appropriately(direction and position of the speed of striker can be set by mouse drag and click).