

# Project Design Document

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## Project Concept

1

### Player Control

You control a

*Pool stick*

in this

*top down*

game

where

*left / right arrow keys and space*

makes the player

*rotate around white ball and hit the ball*

2

### Basic Gameplay

During the game,

*no new objects*

appear

from

and the goal of the game is to

*get all the balls in the pockets*

3

### Sound & Effects

There will be sound effects

*of hitting the ball, when balls collide, and applause for when you get a ball in*

and particle effects

*None*

[optional] There will also be

*Text to indicate whether it is player 1 or player 2's turn*

4

### Gameplay Mechanics

As the game progresses,

*Nothing happens*

making it

[optional] There will also be

5

### User Interface

The

*Timer*

will

*decrease (1 min)*

whenever

*each player gets a turn*

At the start of the game, the title

*8-Ball*

will appear

and the game will end when

*Either player gets all the balls in*

6

### Other Features

## Project Timeline

Milestone	Description	Due
#1	- Set up scene with appropriate assets	11/6
#2	- Implement player (pool stick) control	11/13
#3	- Implement pockets and appropriate handling	11/20
#4	- Implement two-player rules with timer	11/27
#5	- Add sound effects / texts	12/4
Backlog	- Add a different camera angle (not top down) - Implement strength control	12/11