308 GizmoBall Spec

PR\_W3

### General

* Build mode and run mode

### Playing area

* 20 x 20L minimum (call each grid segment a 'square')
* 0.05 x 0.05L animation grid minimum

### Build

* Add gizmos to empty 'squares' on playing area
* Move gizmos to empty 'sqaures'
* Rotate gizmos by 90 degrees
* Connect gizmo's triggers to gizmo's actions (see full spec for details)
* Connect key press triger to gizmo's actions
* Delete gizmos
* Add a ball
* Save to user named file
* Load from user named file
* Switch mode
* Quit

### Running Mode

* Press keys to activate triggers
* Switch mode (after gizmo animations resolve)
* Quit
* Look smooth (>= 20fps)
* Exhibit reasonable interactions between gizmos and the ball
* 'Realistic' ball motion (gravity and friction)

### Gizmos

* Square bumper (1L long)
* Circle bumper (1L diameter)
* Triangle bumper (1L sides, Sqrt(2)L hypotenuse)
* Rounded rectangle flippers (counter-clockwise and clockwise rotation, 2L tall, .5L wide)
* Absorber (holds ball when the two meet, shoots ball out (50L/sec)as it's action. Cannot be rotated)
* Outer Walls (bounds of the playing field)