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using UnityEngine;
using System.Collections;
/*
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 */

public class BallControllerScripts : MonoBehaviour
{
    public Transform theBowl;
    public float launchSpeed;
    private bool ballIsStopped;
    private int framesInTrigger;
    private int pocket;

    void Start ()
    {
        ballIsStopped = false;
        framesInTrigger = 0;
    }

    void Update ()
    {
        if (Input.GetKeyDown ("space"))
            launchBall ();
    }

    void OnTriggerEnter (Collider collider)
    {
        framesInTrigger = 0;
    }

    void OnTriggerStay (Collider collider)
    {
        if (++framesInTrigger > 500 && !
this.ballIsStopped) {
            ballIsStopped = true;
            string name =
collider.gameObject.name;
            string num =
name.Substring ("Pocket".Length);
            this.pocket =
num.Equals ("00") ? 31 : int.Parse (num);

            Debug.Log
(collider.gameObject.name);
            Debug.Log
(collider.gameObject.name.Substring ("Pocket".Length));
            Debug.Log
(this.pocket);
        }

        public void launchBall ()
        {
            this.ballIsStopped = false;
            this.framesInTrigger = 0;
            this.pocket = -1;

            //randomly place the ball along the

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inner edge of the bowl
        rigidbody.isKinematic = true;
        float degrees = Random.Range (0, 360);
        Vector3 radius = new Vector3 (0.0f,
0.0f, 7.5f) + new Vector3 (0.0f, 2.5f, 0.0f);
        transform.position = theBowl.position +
radius;
        transform.RotateAround
(theBowl.position, Vector3.up, degrees);

        //launch the ball along the tangent line
        rigidbody.isKinematic = false;
        rigidbody.velocity = Vector3.zero;
        Vector3 tangent = Vector3.Cross
(transform.position, Vector3.up).normalized;
        rigidbody.AddForce (tangent *
launchSpeed, ForceMode.Impulse);
    }

    void OnTriggerExit (Collider collider)
    {
        framesInTrigger = 0;
    }

    public bool isStopped ()
    {
        return ballIsStopped;
    }

    public int getPocket ()
    {
        return this.pocket;
    }
}

```