SRS DOCUMENT

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1 Introduction

This is an interactive n ball screensaver app.
Our design is implementing modular way.
We have made different classes for Box,ball,physics,button and terrain. We
have implemented following functionalities

1. Increase speed

2. Decrease speed

3. Pause and Play

4. Selection of perticular bord with keyboard

5. Camera controls

6. Change shape of balls and terrain with keys on keyboard

2 Other Specifications

1. We have implemented mouse control,through which we can decrease
   the speed of all balls.

2. Our theme is a cave with water at the bottom.

3. Randomly water ripples are genrated when water falls from top.