Pool Game Design

I should probably think of a decent game name

# Requirements

The motivation for creating this game was to replace miniclip quickfire pool that my dad used to play online. Initially, I wanted this to be an xmas gift, but it looks like I’ll have to settle on an ASAP release.

# Pool Rules

## Pool Table Dimensions

<http://www.bapto.org.uk/pool_game.html>

# Class Entity Relationship Diagram

After learning that OOP is actually a lot more complicated that I thought, I’ll try and create an ER diagram.

Table

Ball

Game

Player

Cue (stick)

Cueball

Object ball

Pockets

Corner

Middle