

Carrom Board 3 -D

Installation

Run OAoalinst.exe inside the zip file and install creative OpenAL solution . After that unzip the game folder and run the exe . Check troubleshooting for more options .

Play Instructions

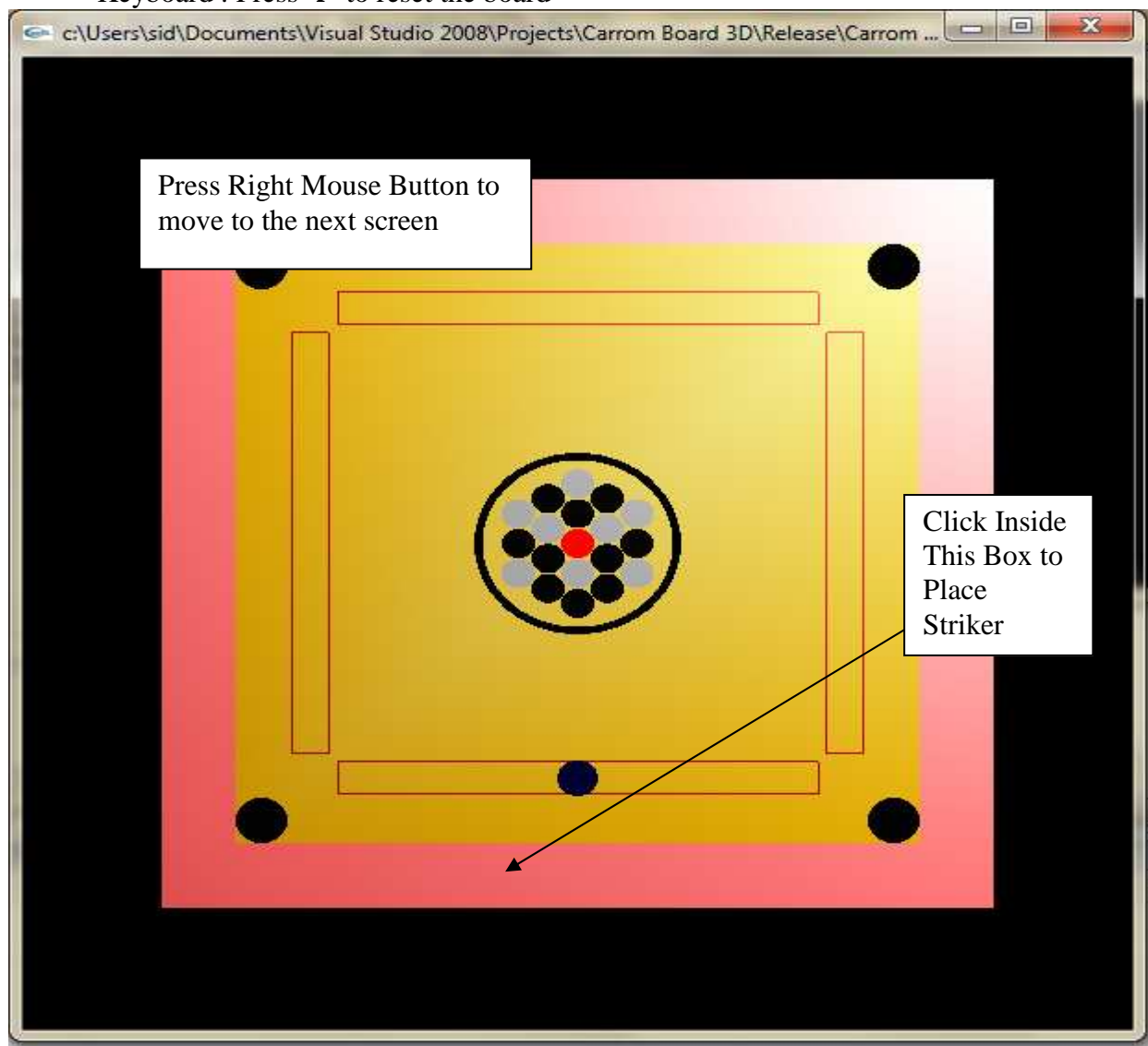
Screen 1 : Setup Striker Position Screen

Controls :

Mouse : Left Click the circled area to place mouse at the place desired

Right Click to move to the Striker Angle Screen

Keyboard : Press 'r' to reset the board

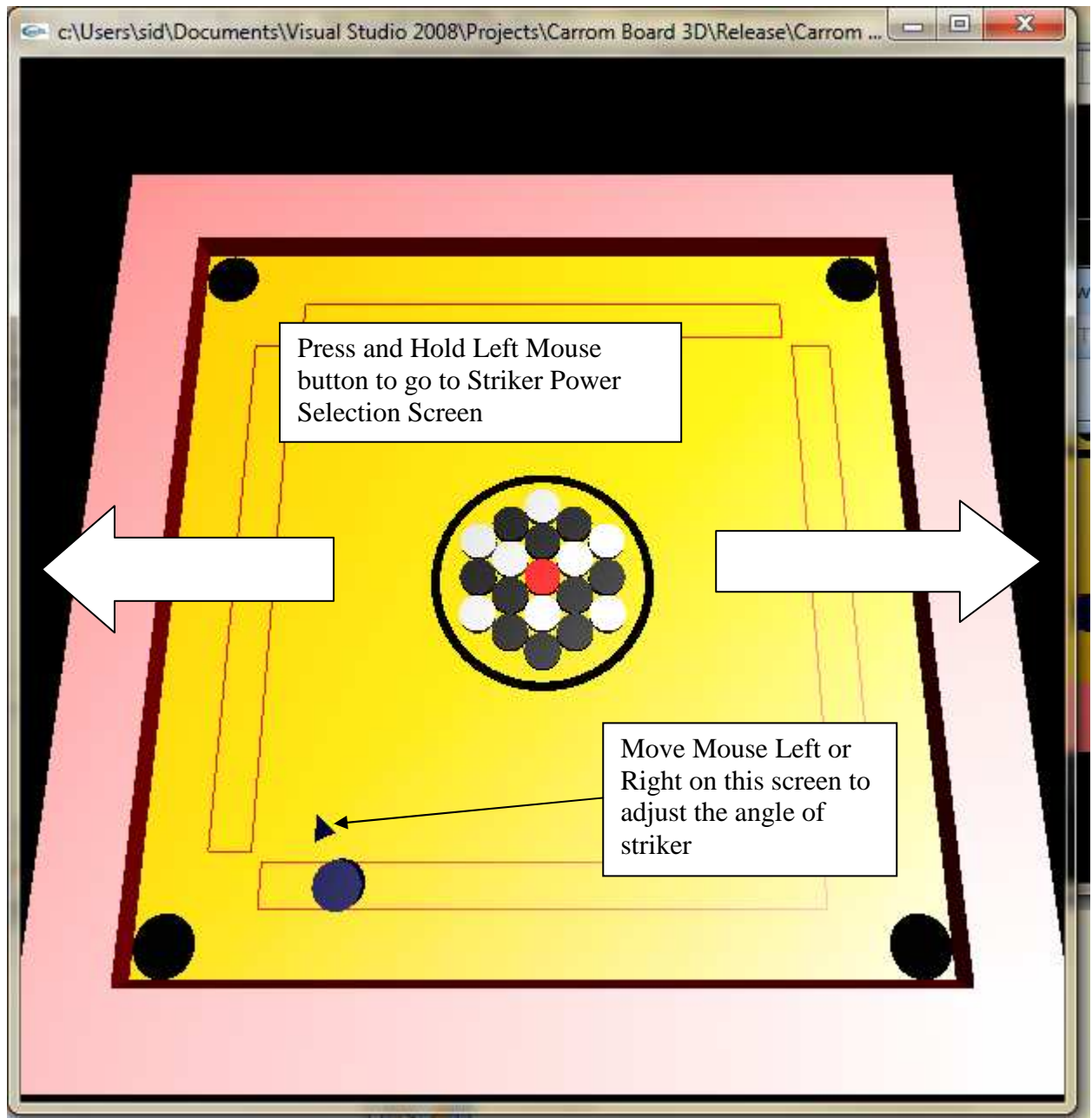


Screen 2 : Setup Striker Position Screen

Controls :

Mouse : Move the mouse to adjust the angle

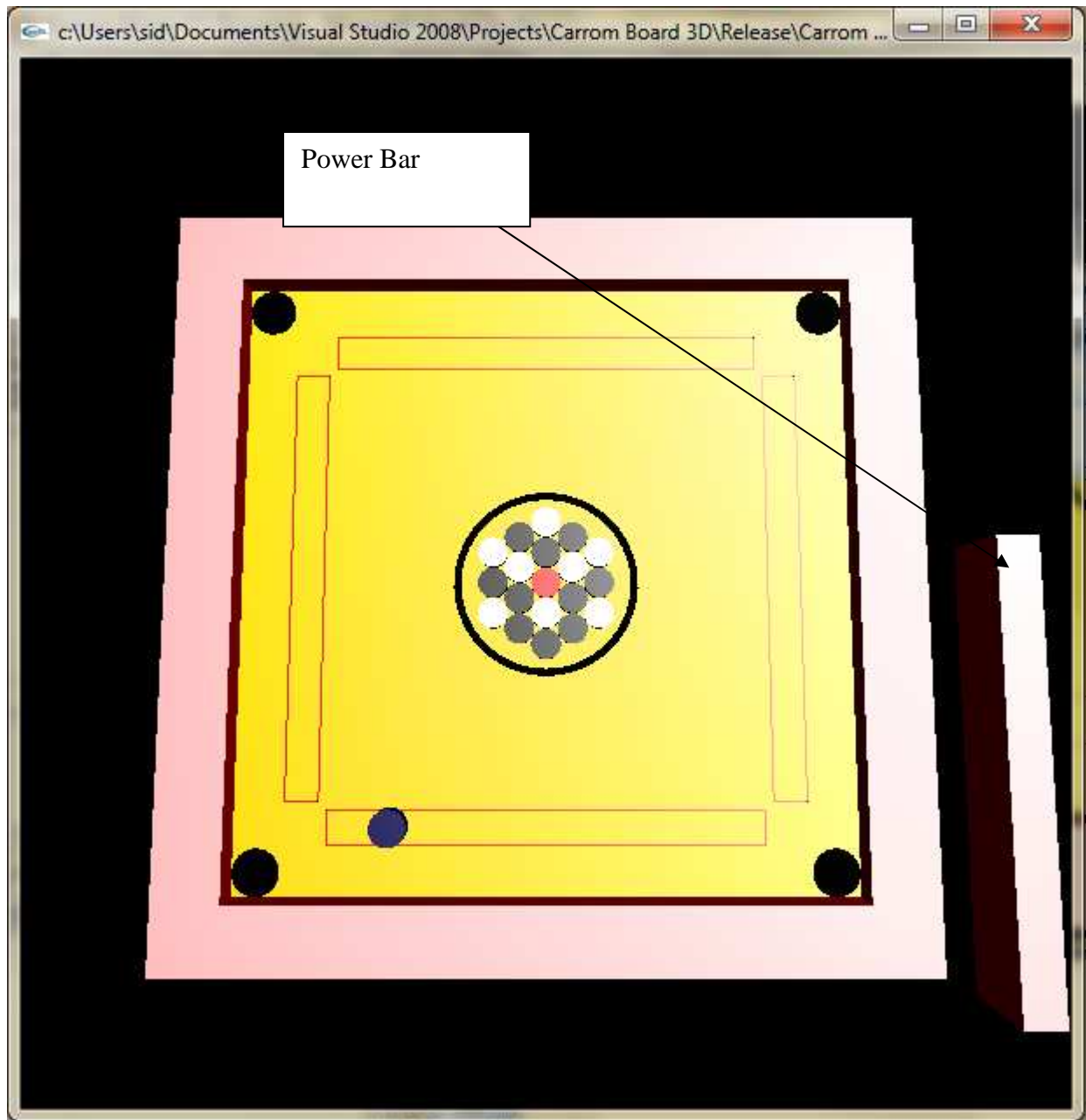
Press and Hold Left Mouse button to go to Striker Power Selection Screen



Screen 3 : Striker Power Selection Screen

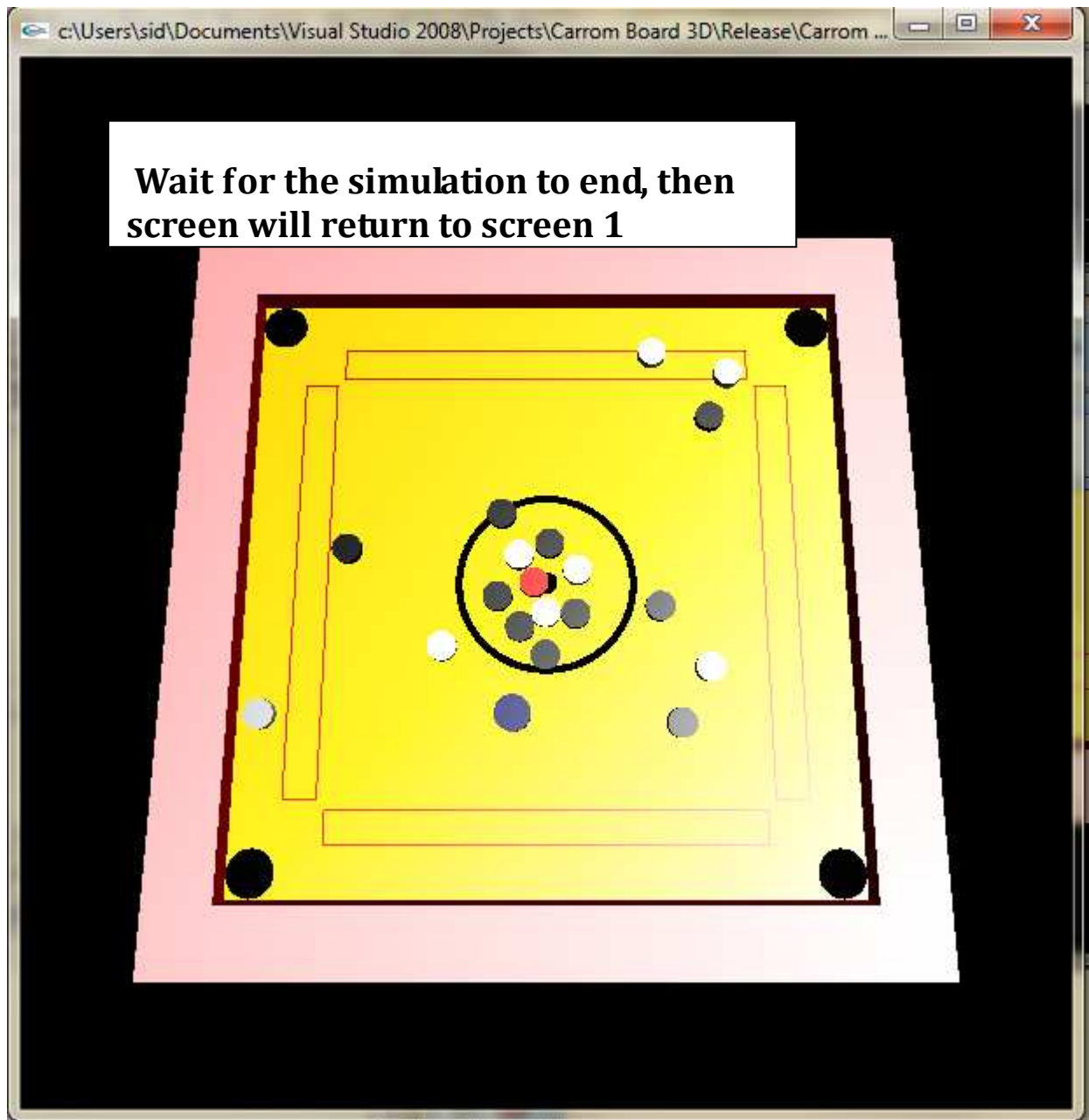
Controls :

Mouse: Release the mouse button to select the desired power level and move to Simulation Screen



Screen 4 : Simulation Screen

Controls : None



Wait for the simulation to end, then screen will return to screen 1

Trouble Shooting Instructions

1. If the game shows error dll not found , paste the attached dll file in DLL folder of
2. needed.zip to c:\windows\syswow64 or c:\windows\system32 depending on the
3. system
4. If compilation error occurs try using the library files and header files in the needed.zip
5. if the game doesn't show up try eliminating all the dlls except for glut32.dll and alut32.dll

GamePlay Improvement

1. Game is in the beginning stage and various things can be added
2. Add a free movement screen where person can move the board in the way he wishes
3. Add Player Vs mode
4. Better Graphics and textures will allow for a better gameplay
5. Eagle View from the top of the striker can be added while changing the angle of the
6. striker
7. Animation of power bar needs to be improved
8. More data needs to be displayed using a overlay or another viewport in the same
9. window
10. Game Logic needs to be fully implemented

Known Bugs

1. Bug when a Carrom Men is on the striker placement area, striker can overlap causing
2. bug
3. Bug due to the Spring Collision Detection Algorithm. The algorithm needs to be
4. calibrated
5. Controls work weirdly when screen is resized. Controls need to be recalibrated.