Carrom Board
(Graphics Assignment -1)

Here are quick basic guidelines to operate the program.

The game would start with a welcome screen, press 1 to continue the game.

The game has following features :

1. Physics implementation
    a. Collision
    b. Friction
    c. And other rules..
2. Multiplayer option
    a. Single player mode (Human)
    b. Two players (Human vs Human)
3. Score
    a. In case of single players, user has further 4 levels to choose from..!
        i. Only one type of coin + Red
        ii. Same as i + Foul
        iii. Both type of coins + Red
        iv. Same as iii + Foul
    b. In case of multiplayer users have to compete between themselves with the following rules :
        i. Player 1 need to get all white balls pocketed
        ii. Player 2 need to get all black balls.
        iii. No negative score on striker being pocketed.
        iv. Auto rotation of the carom board automatically after chance gets over.
        v. Extra chance on pocketing any coin.
4. Them
    a. Light theme (Brown)
    b. Dark theme (Purple/Violet type)
5. Keyboard configurations as per requirement.
6. Mouse configuration as per requirement.
    a. Also user can click on "Left" and then drag, to position the target and power automatically.
7. Time in form of gettimeofday() has been used in velocity & position calculation. Also in score calculation in case of single player game.

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