

2D CARROM

TARUN GUPTA
201403002

CONTROLS:

- Striker Movement - Left / Right via:
 - Keyboard: LEFT ARROW KEY / RIGHT ARROW KEY
 - Mouse: RIGHT MOUSE CLICK DRAG LEFT / RIGHT
- Hover Movement - Left / Right via:
 - Keyboard: a / c
 - Mouse: LEFT MOUSE CLICK DRAG LEFT / RIGHT
- Striker Shoot via:
 - Keyboard: Space BAR
 - Mouse: LEFT MOUSE CLICK LOOSE
- Power Bar Movement - Up / Down via:
 - Keyboard: UP ARROW KEY / DOWN ARROW KEY
 - Mouse: DRAG MIDDLE KEY UP / DOWN

RULES:

- Initially game starts with 30 points.
- Player gets +10 points for the coin pocketed of his chosen colour.
- Player gets -5 points for coin pocketed of opposite colour.
- Player gets -5 points for pocketing of striker.
- Player loses 1 point per second till he strikes.
- Player gets +50 points for pocketing red coin.
- When all coins of the chosen colour is pocketed and red coin is pocketed, the game is ended.

- All the coins which are pocketed are shown on the dock. This dock shows all coins which are pocketed in the order of the time of their pocketing.

INSTRUCTIONS:

- Player selects colour of the coin which he wishes to score.
- Player then can move the striker left or right.
- Player then directs the striker (where he wants to hit) by changing the direction of the hover.
- Player then increase/decrease the power in the power bar.
- Player then shoots the striker.