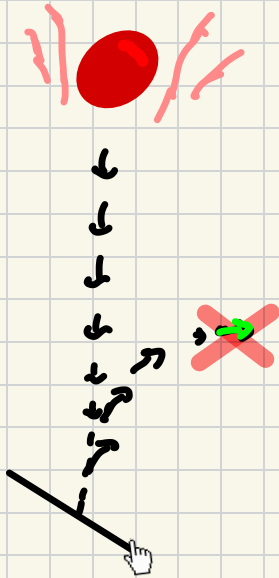


Physics Puzzle Game

M.B 25/05/04



1. User draws lines that the ball can bounce off of.

2. Once game starts, ball drops down. The goal is for the ball to hit the target (red X)

- Simulation applies properties of Physics such as: gravity, friction, collisions, momentum

- Different levels.. ex:

"the target must be touched by the ball in n bounces" (n is an int)