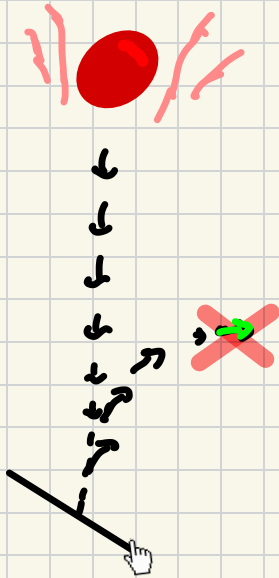


Physics Puzzle Game

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)

Original Ideas 1

Additional Ideas 2

- Make the ball a planet. Different gravity levels for each planet. Ex. if the ball is set to earth, $gravity = 9.8 m/s^2 [down]$, or if the ball is mars, $gravity = 3.73 m/s^2 [down]$
- After user presses start, there is a timer that starts. User has a limited amount of time to draw what is required so that the ball hits the target.
- Allow user to set speed at which the ball is dropped down. Default: $v_i = 0 m/s$
- Allow user to change the size of the ball for difficulty purposes.