Thanks for purchasing the **Pool Starter Kit Lite**.

0) PREREQUISITES

Events and delegates:
Please watch mike of prime31 fame tutorial on events and delegates, believe once you have watched and understood these concepts you will love it.
https://www.youtube.com/watch?v=N2zdwKIsXJs
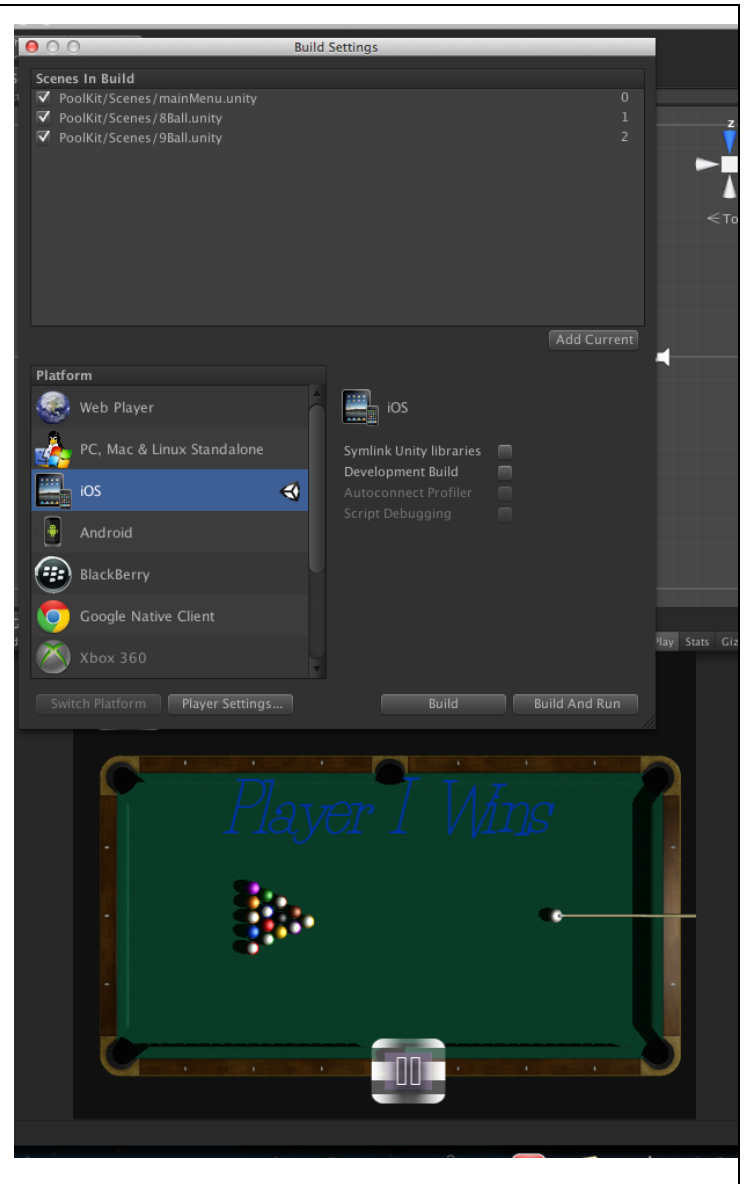
Okay now that thats out of the way…

1) IMPORTING

First go to the asset store and import itween, and either photon unity networking free or Photon Pun+
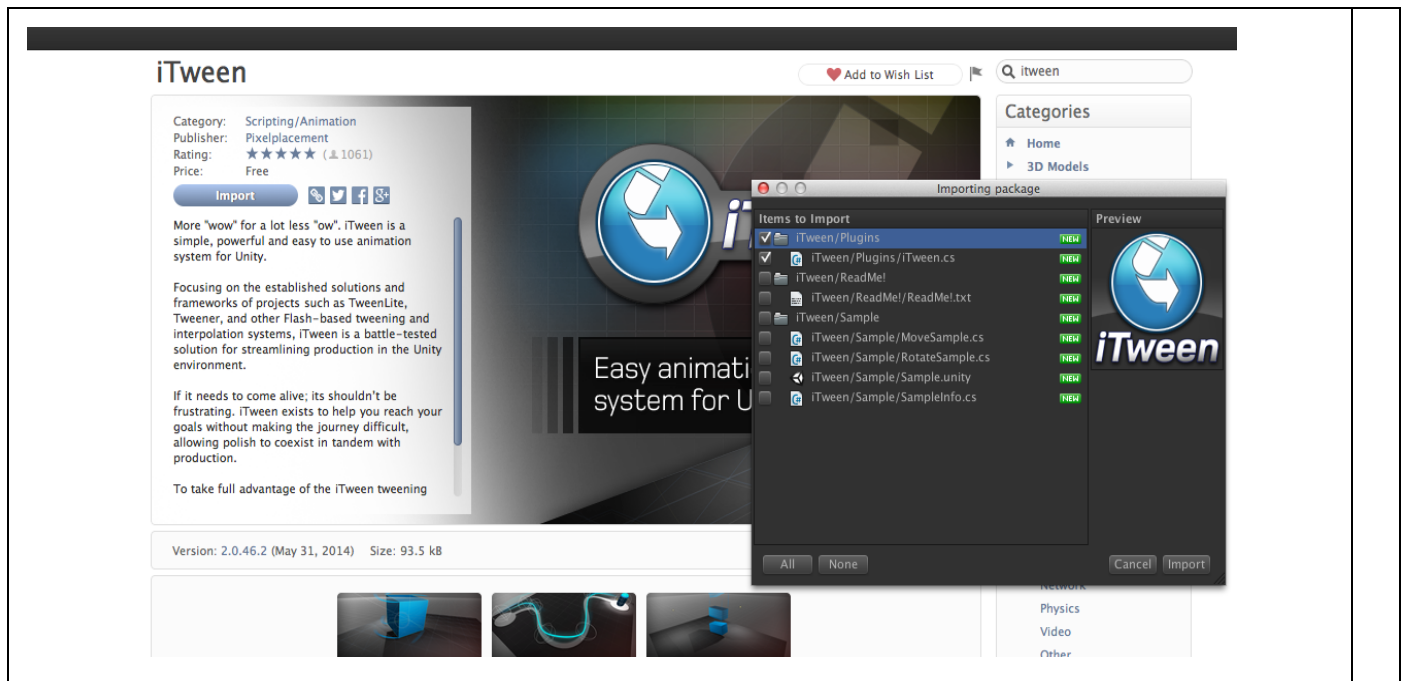
2) SETUP

First thing you want to do is make sure that the mainMenu scene is set to the first scene in your build settings. Then you want to set to 8Ball to the 9Ball in scene 1 and scene2 repsectively.

3) Main Menu Overview

Ambience - plays the ambient sound.

GUI - the GUI gameobject

Config Menu - the configuration menu. Contains children that act as the config menu

GUIText - title of the game

Main Menu Parent- the main menu gameobject. Contains children that act as the main menu menu

Main Menu - the mainmenu gamescript

Option Menu - the main menu gameobject. Contains buttons for the option menu

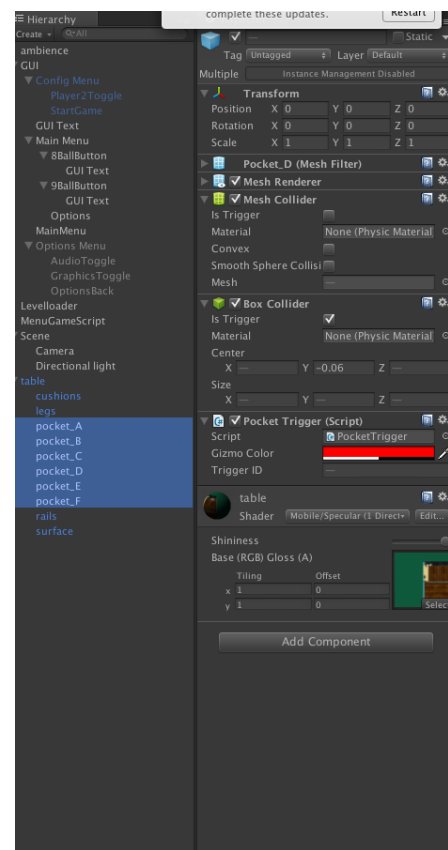**LevelLoader** - loads the level

MenuGameScript - Handles creating the pool 8 ball or pool 9 ball.

Scene - the main menu scene

Camera - contains the game-camera. Has a fast bloom

Directional light - a simple light

Table - the table gameobject. All children contain mesh colliders with the appropriate physics material set on them. The pocket colliders contain a box trigger that indiates that ball has entered the pocket -- with a pocket trigger.

4) 8 Ball

8Ball - Contains the playerspawner script, sets the framerate to 60fps via the setframerate script

Ball# - contains the ball, a poolgamescript the ball is set to stripe, solid, black or white , has a sphere collider

8BallPoolCue - contains the cue script for the 8ballCue

Cue - contains the cue

GameScript - contains the gamescript -- either 8ball or 9ball

AudioHelper - allows you to set the audioclips for the various sounds

Pause - the pause button

Pause Menu - the pause menu script

Pause Panel - the pause panel -- allows you to pause, restart or toggle audio

Results - the results gamescript

Results Panel - contains the results gamescript and buttons

**TitleCard** - will be used to display any text for example change in player turn or a fault

UI

Icons - Cotains the PoolIcons8Ball

Camera - contains the gamecamera

CueCamera - contains the cuecamera gets drawn last

Jukebox - contains the jukebox script which will play a music track when the last one finishes.

Table - the table gameobject. All children contain mesh colliders with the appropriate physics material set on them. The pocket colliders contain a box trigger that indicates that ball has entered the pocket -- with a pocket trigger.
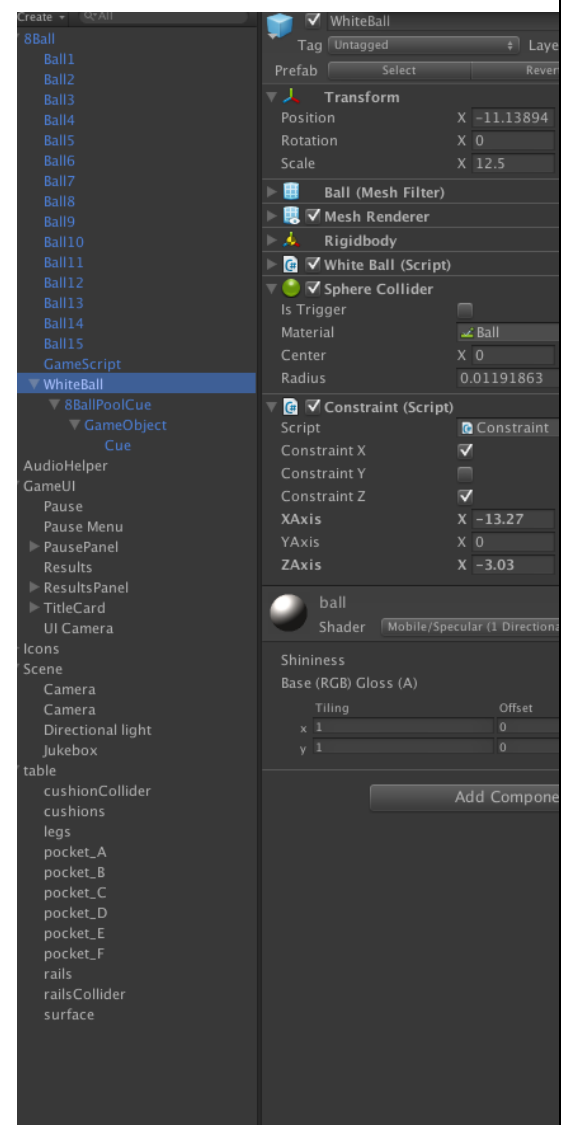
5) 9 Ball

8Ball - Contains the playerspawner script, sets the framerate to 60fps via the setframerate script

Ball# - contains the ball, a poolgamescript the ball is set to stripe, solid, black or white , has a sphere collider

8BallPoolCue - contains the cue script for the 9ballCue

Cue - contains the cue

GameScript - contains the 9BallGameScript

AudioHelper - allows you to set the audioclips for the various sounds

Pause - the pause button

Pause Menu - the pause menu script

Pause Panel - the pause panel -- allows you to pause, restart or toggle audio

Results - the results gamescript

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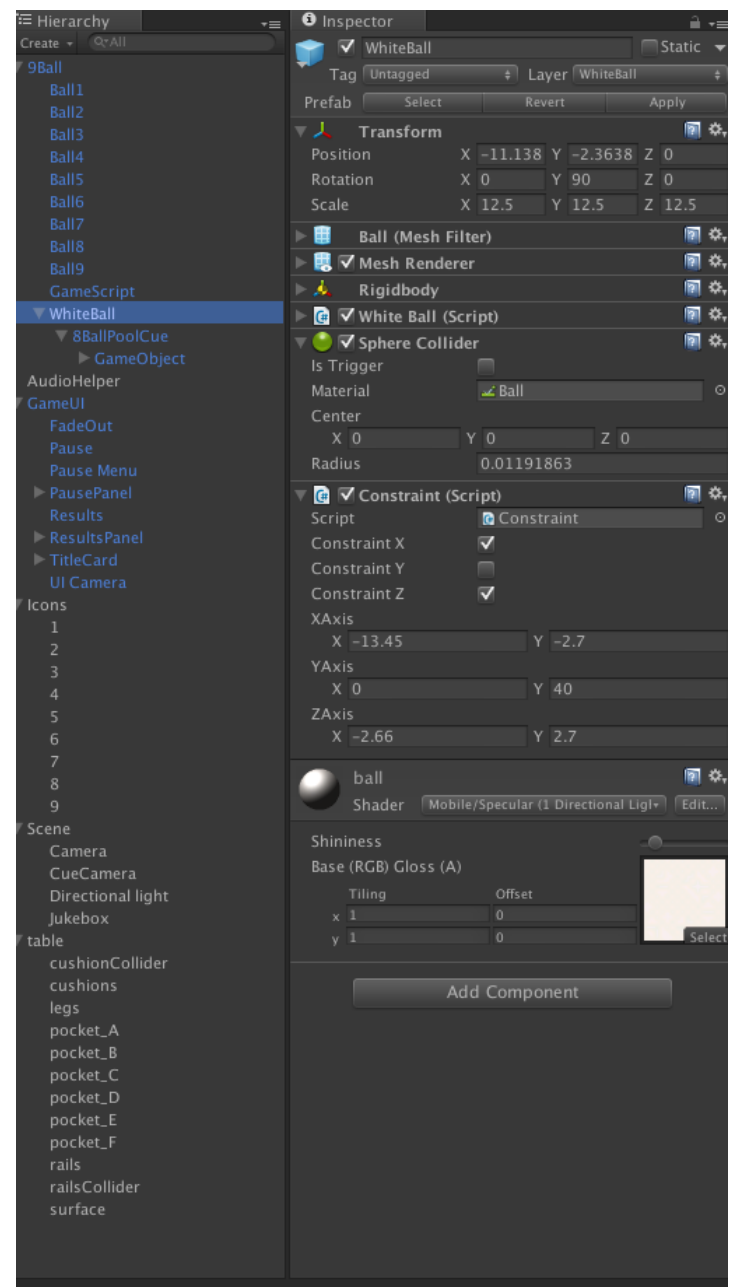
6) Resources

8BallBallAIPlayer# - Contains a AIPlayer8Ball, notice the player index is 1,0.

9BallBallAIPlayer# - Contains a AIPlayer9Ball, notice the player index is 1,0.

GUI_ball_0# - the gui textures. Is used in the icon scripts.

HumanPlayer# - Contains a AIPlayer9Ball, notice the player index is 0,1.