The final project of the Aldeabaran group will be to develop an application which represents the Newton’s Cradle. It will be developed taking advantage of the JOGL technology and will involve interaction and animation.

* The number of balls can be changed by the user. The scenario lights are the only ones which will remain fixed in the scene. (Requisite A).
* The cradle (the structure, without the balls) will be loaded from an external OBJ file. (Requisite B).
* The cradle and balls will have different textures to be chosen and applied by the user. (Requisite C).
* The user will be able to grab any number of balls from the cradle which, by the time they are released, will start to move along with the other ones. (Requisite D).
* The user will be able to move the camera by interacting with the keyboard. He will also be able to zoom in and out the scene. (Requisite E).
* The application will have a menu in order to choose between all these options.

**Possible extra additions**

* The collisions between the balls will have an associated sound, according to the kind of material they are representing.
* The balls physics will also change according to the kind of material they are representing.