3D BILLIARDS GAME PROPOSAL
By ESTEBAN LOPEZ

The original idea was to make a miniature golf game, but I was advised to attempt a billiards game. This is a good idea because it has many of the same components as a miniature golf game in a more controlled setting. Instead of a putter, a cue stick will be used; other than that much of the physics and will be the same as a miniature golf game. For example the hole, and collision will be similar for both.

Group Members
"Group Members": Esteban Lopez.

Project Idea
A single player 3D billiards video game.

Example of Billiards

Gameplay

HOW DOES THE PLAYER PLAY THE GAME?
The player will try to hit billiards into the holes by hitting it with a cue stick.

Why is That Fun?
It is a simple classic game. It will be a fun way to learn the rules and physics of billiards. I do not know the official rules of billiards, just the way I have played casually with friends. This will allow me to explore rules and variations thereof.

Technical

Platform
Linux OS and keyboard using x11 and OpenGL. Will try to coordinate some collision sounds using OpenAL. May try to implement mouse as input.

Framework
Start out with the opengl.cpp as the base framework, elements from the car framework will probably used as well. May consult frameworks from graphics and software engineering.

Requirements Overview

• Camera - 3d, be able to move the camera around the table and adjust to where the cue ball is after the break. May try to implement some views from target pockets.

• Pool Table - The table will have 4 walls, and six holes. May implement a snooker style table and add holes after collision is implemented.

• Cue Stick - This will be used to hit the cue ball. May implement a red dot to show where the cue ball is hit, and some sort of oscillating power bar.

• Cue Ball - The white ball that is the target of the cue stick. Will just create this ball first to check physics and collision against the walls. Then create the other balls.