

## Final Project Check Off Sheet

**Project Title:** Pool Game Designed and Implemented Using Major-Minor FSM Setup

**Student Names:** Gary Matthias, Timothy Mwangi, Anthony Quivers

**TA Name:** Javier Castro

**TA Signature/Date:**

### System Level

As the user moves the cue stick, its movements will appear on the screen

When the cue stick's tip crosses the circle on the pad, the user sees the cue stick strike the white ball and collisions between the balls on the table take place in close proximity to a real game of pool.

When a ball's center is directly above a hole on the table, the ball disappears to simulate its fall into the hole.

### Video and Accelerometer Inputs (Gary)

Camera data is received and stored

Pool stick speed and position data are forwarded to game control and graphics modules

### Game Logic (Anthony)

Ball Collision Manager adequately simulates ball collisions, and balls exhibit approximated motion laws (retardation)

The main game FSM controls all balls in the game and enforces the rules of a 2 player game of pool

### Display System (Timothy)

Display system will display the pool table in 3D

The display system will display the balls and cue stick correctly positioned on the pool table, in 3D. If the positions of the balls or cue stick change, it will display them at their new positions.