Pool Table Game
6.111 Abstract

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Our current plan is to build a pool table game that lets you interact with the screen in the physical world. The pool table, including pockets, and the balls would be displayed on an LCD screen while the players will use a physical cue stick to hit the balls. We plan to implement the physics of the balls to represent real life collisions and keep track on the balls on the screen. We plan to expand the game from previous years by allowing the balls the ability to move in the z-axis. This would allow for the balls to be knocked off the table and for balls to hop over other balls. We also plan to add sound to include balls falling into the pockets and collisions. An accelerometer, gyroscope, and camera sensors will be used with the cue stick in order to determine the physics of the cue stick hitting the balls.