Reference images:
Framework:

- Use a plane as our ground
- Various 3D objects used as obstacles for our course
- Overlay on camera for indicators like power, direction, and score
- Gravity for the ball (ex. Going up and down hills)
- Multiple courses

Techniques:

- Collision
- Kinematics
- Transformation, Rotation

Timeline:

- First week: Get the physics of the ball and collisions working
- Second week: Design a course
- Third week: Bug fixes, code cleanup, extra features

Work division:

- Assets and design: Tom Leung
- Programming: Eric Yu

We will review each other’s work every week to see the progress we have made.