

«CatchTheStar»

Fabrice.Kordon@lip6.fr



Goal of the exercise

Play with

- Music (embedded)
- Device's sensors (gyroscope)
- NSTimer

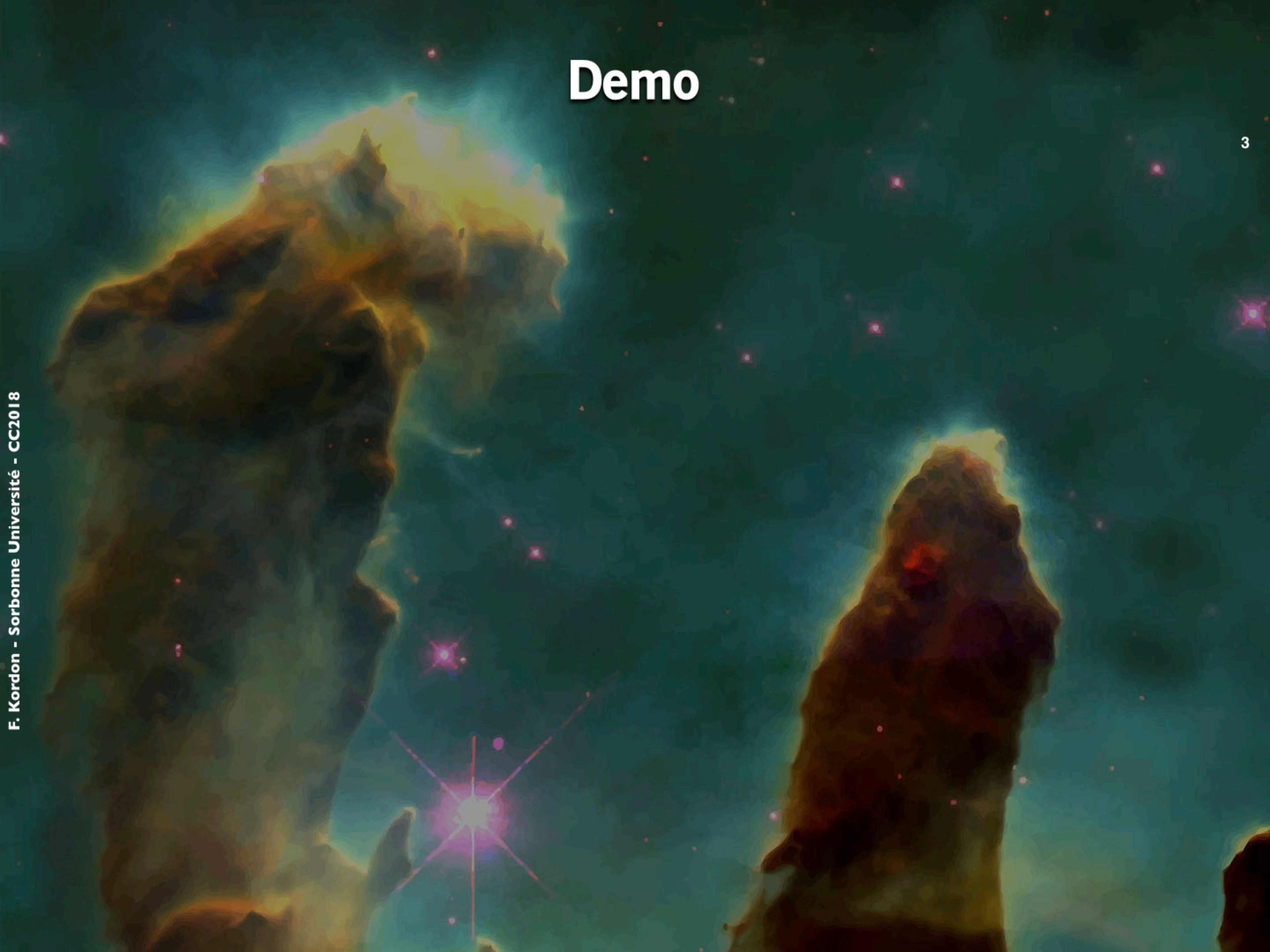
Once again... a real game

- You may have fun  after your work 

Once again, a variation on an old exercise

- Lot's of inspiration from a MOOC participant
 - ▶ Yannick Lapeyre

Demo



A few hints to help (1/2)

Transparent ball moves

- Related to the device's orientation
- Suggested move formula
 - ▶ $X' = X + \text{accelerateX} * \text{acceleration}(x)$
 - ▶ $\text{accelerateX} \in [0.0, 10.0]$
 - ▶ $\text{accelerateX}' = \text{accelerateX} + \text{acceleration}(x)$

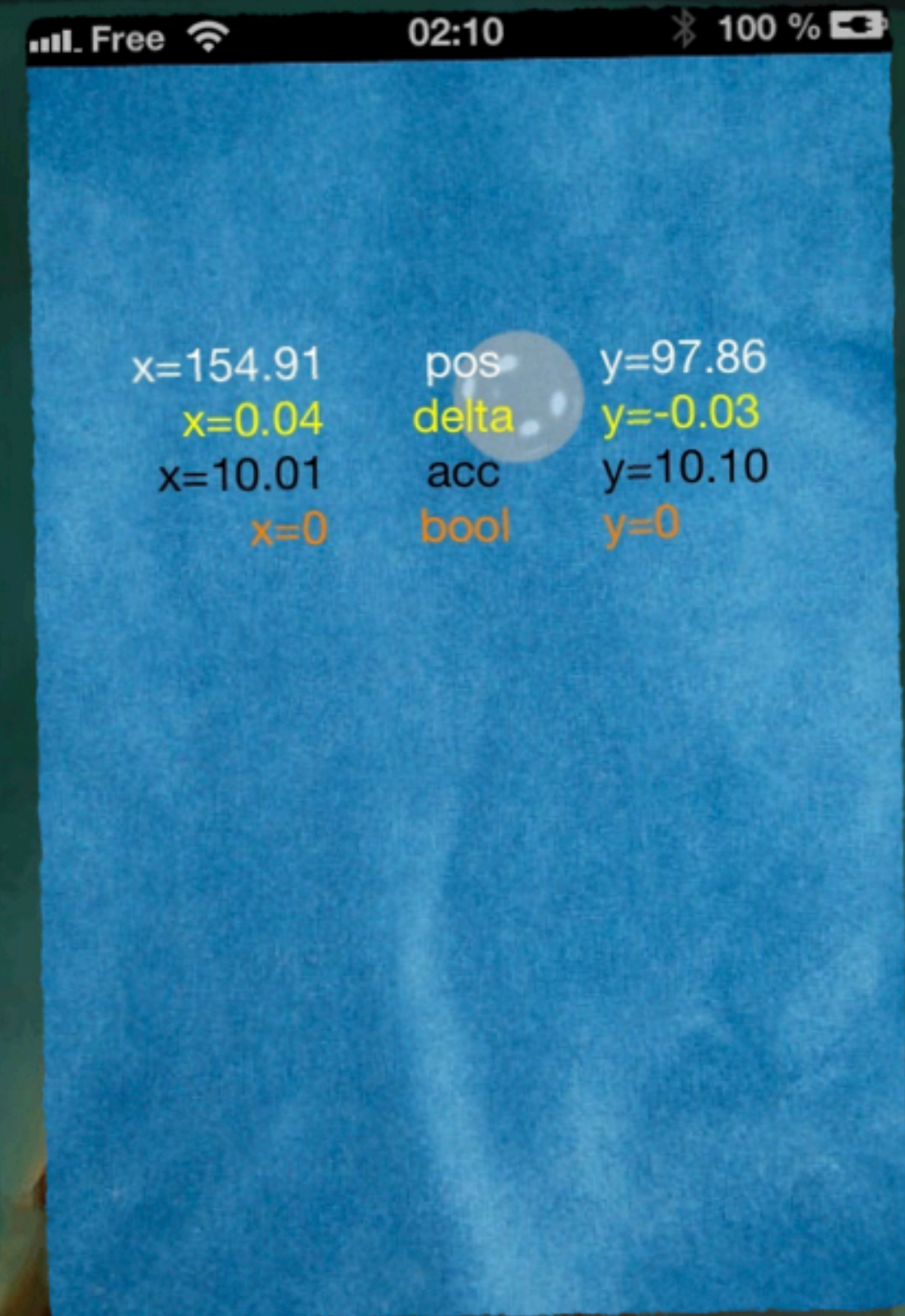


Advice...

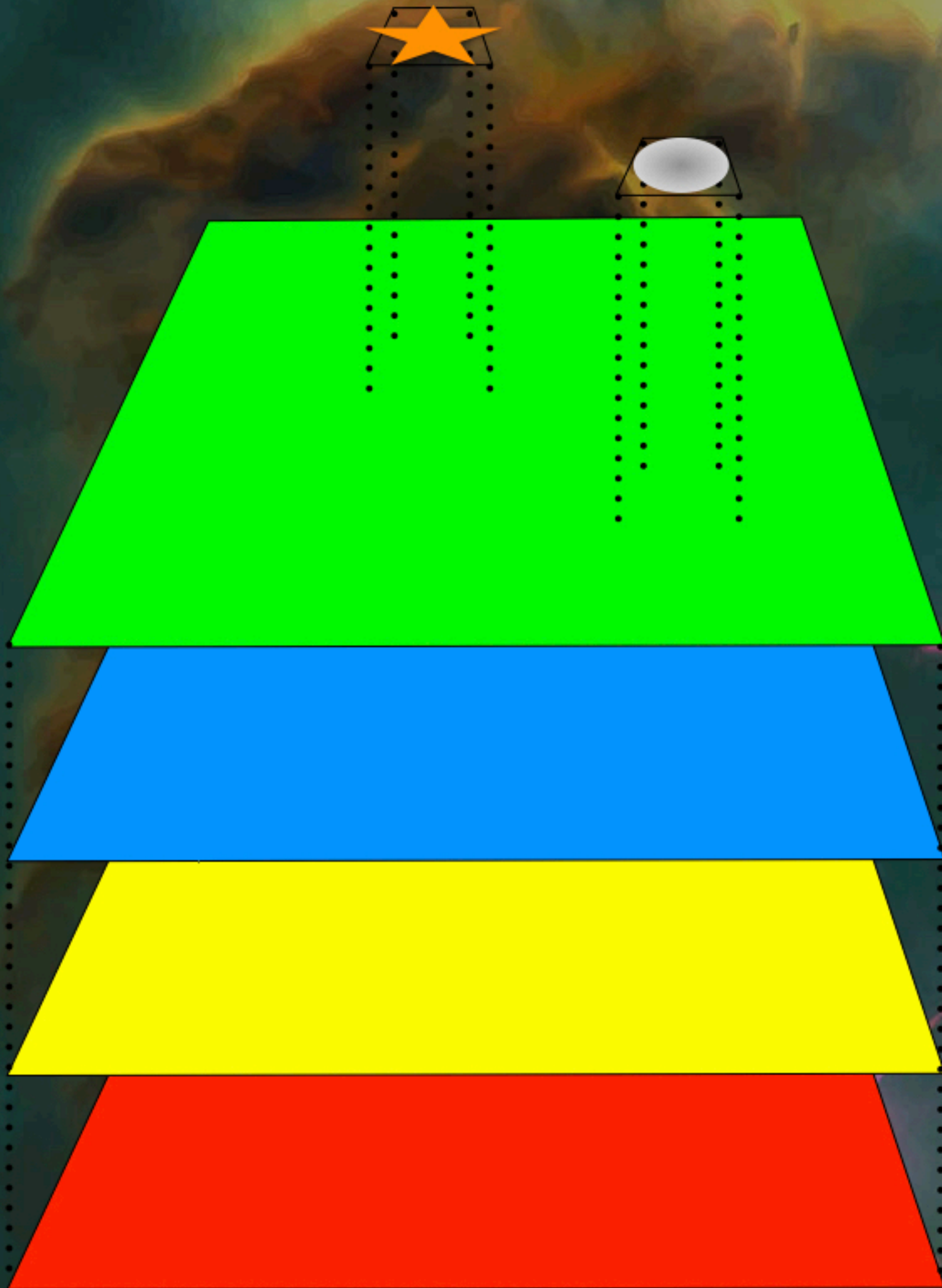
Set-u a debug mode with displayed data

The «contact» sound

- When the ball touches a border
 - ▶ Play this sound...
... but only at the first contact
- Be careful with angles



A few hints to help (2/2)



Display management

- Stack the background images
 - ▶ Use `isHidden`
- The cristal ball
 - ▶ png with transparency
 - ▶ Move the ball thanks to its frame
 - ▶ be careful it does not disappear on some border
- The star
 - ▶ Move it when it is reached
 - ▶ avoid replacing it too close

A few hints to help (2/2)



Display management

- Stack the background images
 - ▶ Use isHidden
- The cristal ball
 - ▶ png with transparency



Important...

Hide the status bar!

- ▶ move it when it is reached
- ▶ avoid replacing it too close

to its frame
not disappear on some



And of course...



Deactivate orientation management

- Quite disturbing for such a game



As a conclusion...



Have fun!!!

- Do not hesitate to enrich it
 - ▶ **UIDynamics (rebounds & elasticity)**
- Remark similar games exist on the AppStore!
- Resources on the video's companion web page

