Fling Movement

Change the heading and speed of a Sprite by flinging your fingers
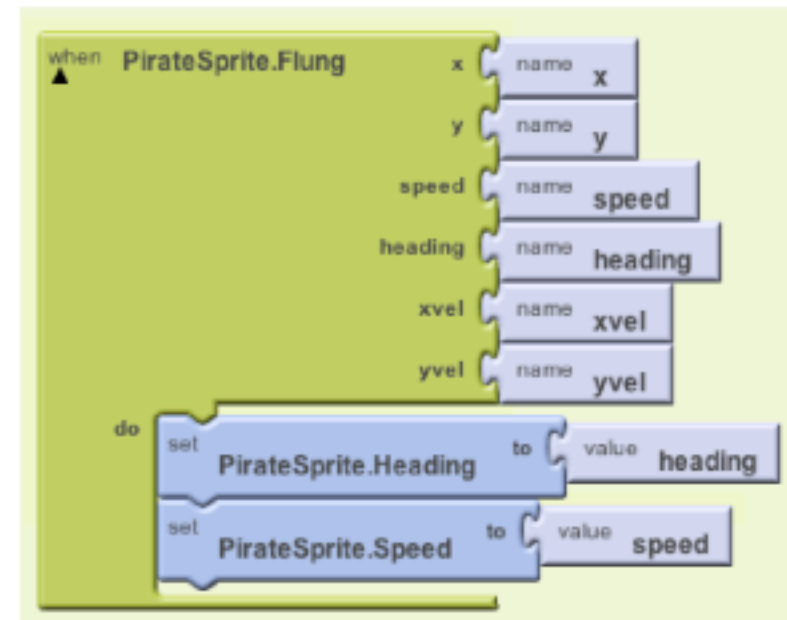

Getting Ready

You will need these components in your design screen:
- **Canvas**
- **Sprite**

Blocks Editor

What Does it Mean?

Flung detects when the user makes a fling motion with the sprite across the screen.

The user sets the heading and speed from the fling to the PirateSprite's **Heading** and **Speed**.