This project is called ‘Flappy Ball’, it is essentially an interactive game controlling by changing the resistance of a photocell sensor. Players can simply put their hand on the kit and the ball will jump upward, if their hand leave the kit the ball will drop by gravity. Player must control the ball to dodge the obstacles which are random generated. When player is hit by the obstacle the program will generate a ‘hell noooo’ sound, if they pass one obstacle the program will generate cheering sound instead. Because the project is involving interactive control I used video taping instead of screen capturing for showing the gameplay.