

Here is the discussion forum for this part of the course. Please either post your comments/observations/questions or share your creations.

Let us suggest some topics of discussion and optional projects:

SUGGESTED TOPICS

- Did you know that you can "fake" the orientation using the devtools of some Desktop browsers?
- What kind of application can take benefit from the Orientation and Motion APIs (apart from games)?

OPTIONAL PROJECTS

- The Christmas game (see the forum) is a perfect candidate to be controlled using the APIs seen in this course!! I would start with the orientation API and try to move the bunny left/right...
- Using the game framework, try to control the monster that must avoid the balls with the orientation API - see the last example from the Week 2 of the course!