

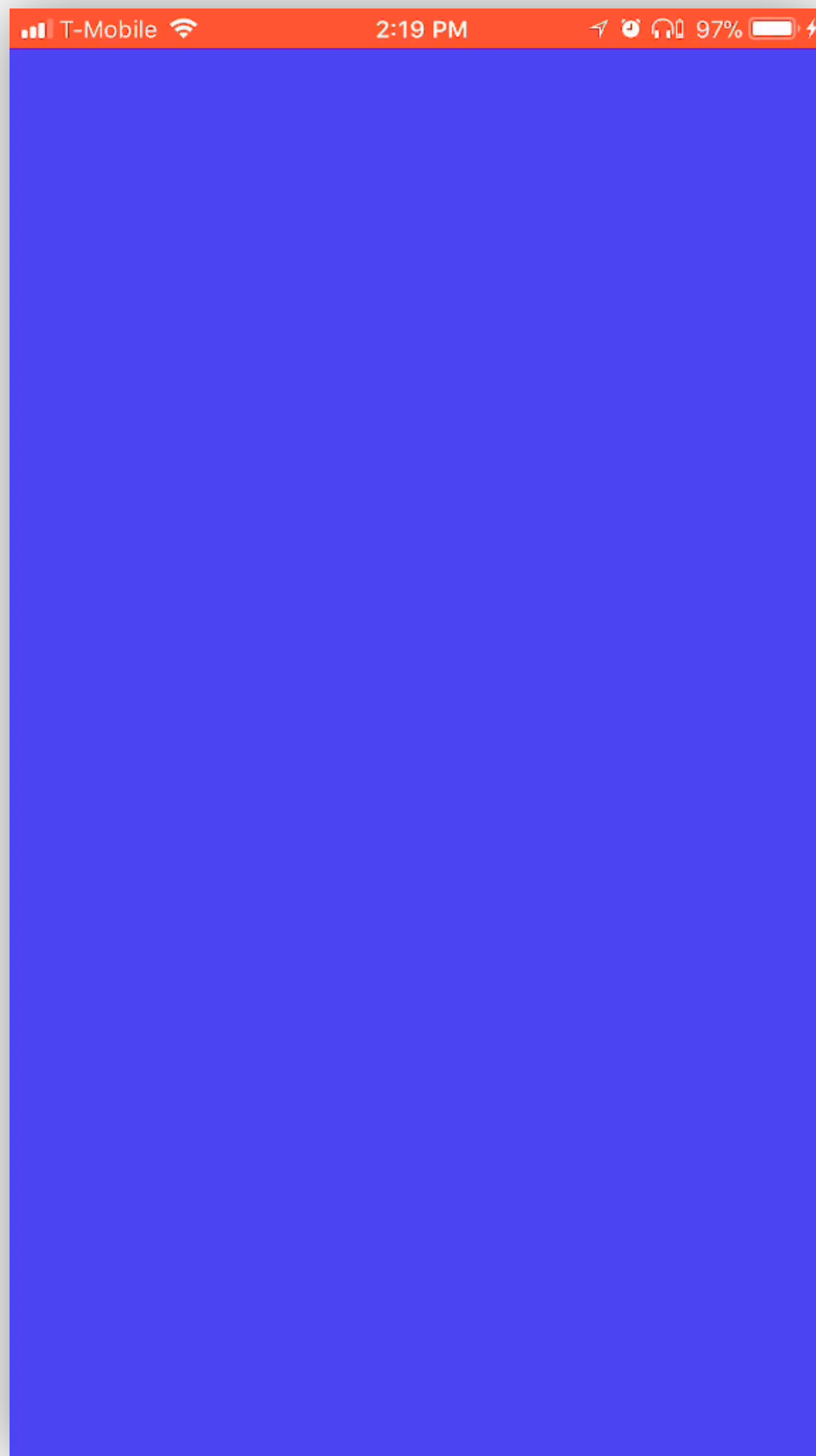
DeviceMotionAPI

React Native Gesture Handler

PanResponder-Touch

Gamecontrols

Joystick



```
<Joystick
onUpdate={
  ({touching, angle, speed, force}) =>
    this.gameView.update({
      touching,
      angle,
      speed,
      force
    })
}>
<GameView
  ref={ref => this.gameView = ref}
/>
</Joystick>
```

Game Controls



Device Motion API

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Pan Responder - Force Touch