



Gada REZGUI and Farouk SAHRAOUI

Find the Way : a game that uses the accelerometer sensor to move the player

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Introduction

When we were young, we all play at this type of game. We have a ball that we have to put on an arrival hole, avoiding hardship. It's this classic game that we have implemented.

1 Description of the app

2 Activities

In our application, we have two activities.

- The first one is used for displaying the menu. Where we have the title of the game, the number of life that the user have and a timer for reloading lives. We have also two button. One for playing at the game and the other for exiting the application properly.
- The second is used for displaying the game. We have a ball(she's cyan), and several path for accessing to the arrival (bloc grey).