

INTERACTION

2 마니또 채팅

```
ShakeViewController.swift M
AppDelegate.swift
SceneDelegate.swift M
Main.storyboard
Assets.xcassets
LaunchScreen.storyboard
Info.plist
week11_testApp.xcdatamodeld
Products

329 particle.animationDuration = 1
330 particle.animationRepeatCount = 1
331 case .soju:
332     bg.image = UIImage(named: "soju_screen")
333     cheerIcon.alpha = 0
334     startGyros()
335
336     shakeText.alpha = 1
337     shakeTextBox.alpha = 1
338     message.alpha = 1
339
340     message.image = UIImage(named: "soju_message")
341     message.layer.frame = CGRect(x: 82, y: 245, width: 255, height: 66)
342     shakeIcon.layer.anchorPoint = CGPoint(x: 0.5, y: 0.5)
343     shakeIcon.frame = CGRect(x: 195, y: 337, width: 25, height: 91)
344     shakeIcon.setImage(UIImage(named: "soju_icon"), for: .normal)
345     shakeIcon.transform = CGAffineTransform(rotationAngle: 0)
346     shakeText.text = "위로하신다면 디바이스를 기울여주세요"
347     shakeCount = 0
348     time = 10
349     stopTimer = false
350     timerStart()
351
352     particle.animationImages = beerImagesListArray as? [UIImage]
353     particle.animationDuration = 1
354     particle.animationRepeatCount = 1
355 }
356
357
358
359
360 }
361
362 func timerStart() {
363     if screen == .soju {
364         if stopTimer == false {
365             sojuTimer = Timer.scheduledTimer(timeInterval: 0.05, target: self, selector: #selector(ShakeViewController.sojuT
366             ), userInfo: nil, repeats: true)
367             timer = Timer.scheduledTimer(timeInterval: 1, target: self, selector: #selector(ShakeViewController.timeLimit),
368             ), userInfo: nil, repeats: true)
369         } else {
```



ETC

기타 계획을 말씀드리겠습니다.

디피 플랜

스케줄

