

Lab 7

Android Sensor Programming

Develop an Android Game app using MIT app inventor/Android studio

You have to **come prepared** with an **Android Game App** and explain its programming (sensors used/component blocks, events).

Marking will be based on the following aspects: -

1. Your knowledge and understanding of the code.
2. How much interactive your game is.
3. Number of sensors used
4. Level of difficulty

Components Needed: Laptop with any OS and an Android phone.

Resource Links:

1. [MIT app sensor component palette](#)
2. [Android Sensors](#)

Note: You have to use at least 2 sensors out of all available sensors.

General rules: The game app should include at least one or two of the below-mentioned features, only then it will be considered as a game:-

1. Multiplayer option
2. Instructions to play
3. Score visibility
4. Automatic game restart
5. Levels of game

Note: **Plagiarism is not allowed**