Gesture Based UI -Road Rage

Riona Greally & Laura Forde



Aim is to collect as many gems while avoiding the enemy cars

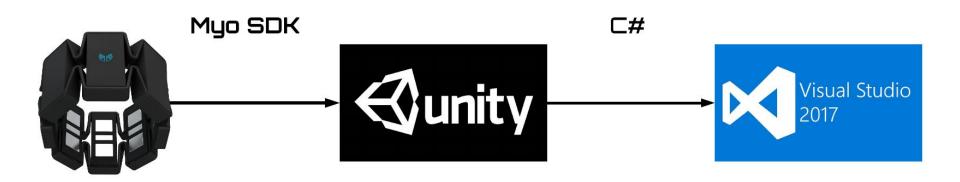


When car collides with an enemy car or is directed off screen by the user, the game is over and user is prompted with their score and a quit button

GAME OVER

You Scored: 8





game controls

Wave Left

Wave Right



