

Neeval Kumar

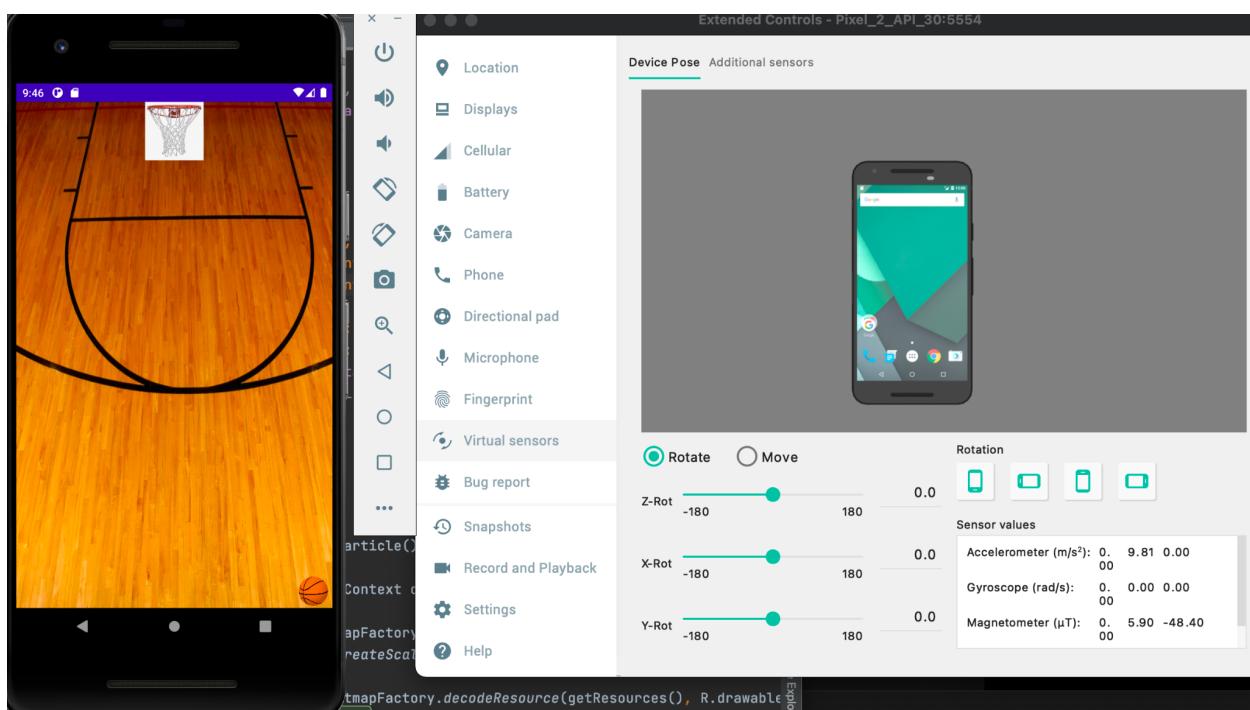
Repo Link: <https://bitbucket.org/Neev1108/acceleration-basketball/src/master/>

Instructions: To test this program, I used the emulator with the virtual sensors feature. Screenshots of the testing is shown below (the ball is kind of slow on emulator but I do not have android device so this is how I tested).

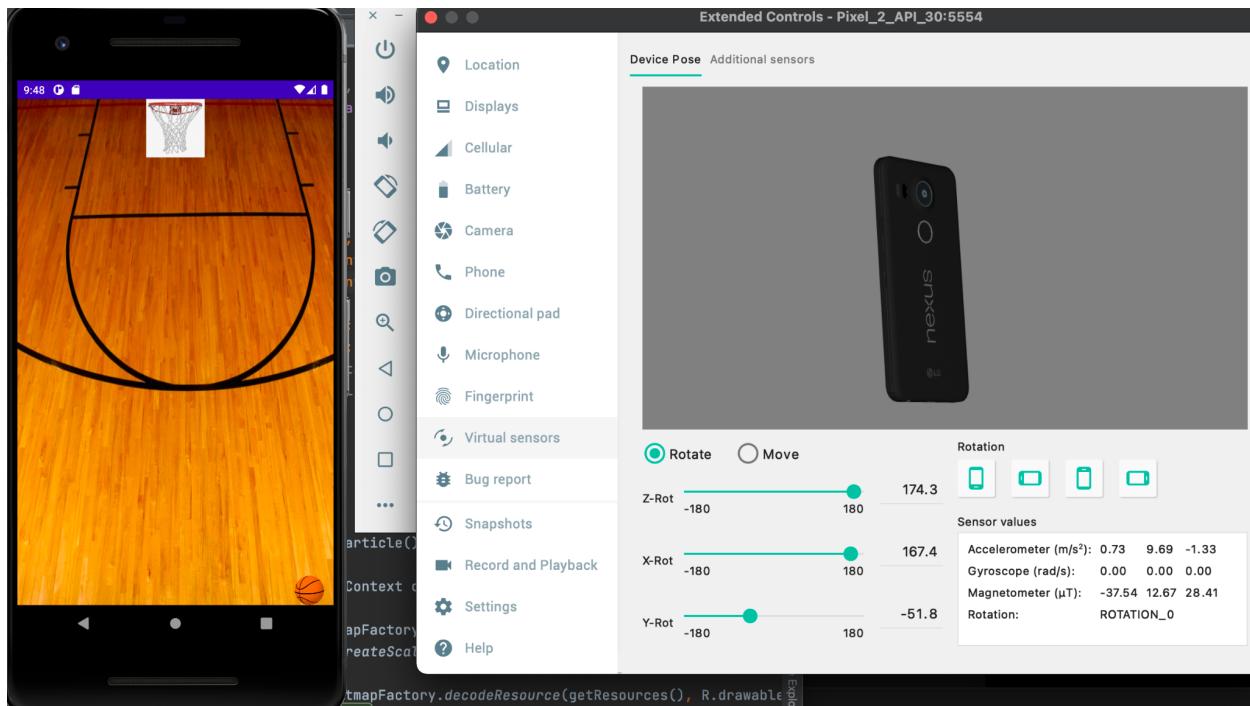
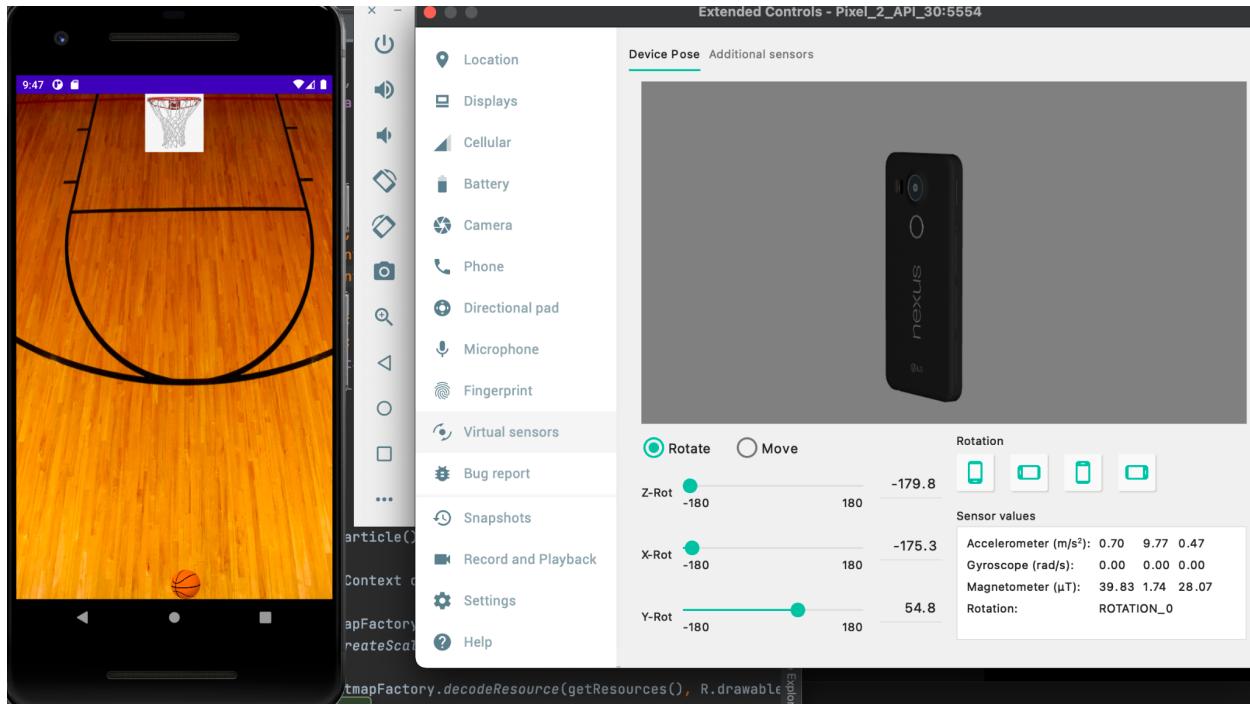
Note: I changed a little bit from the given code, I moved the origin of the basket to the top of the screen so it matches more with the field drawable I had. I also increased the size of the basket and the ball. Just some small changes to fit the drawables I had.

Screenshots:

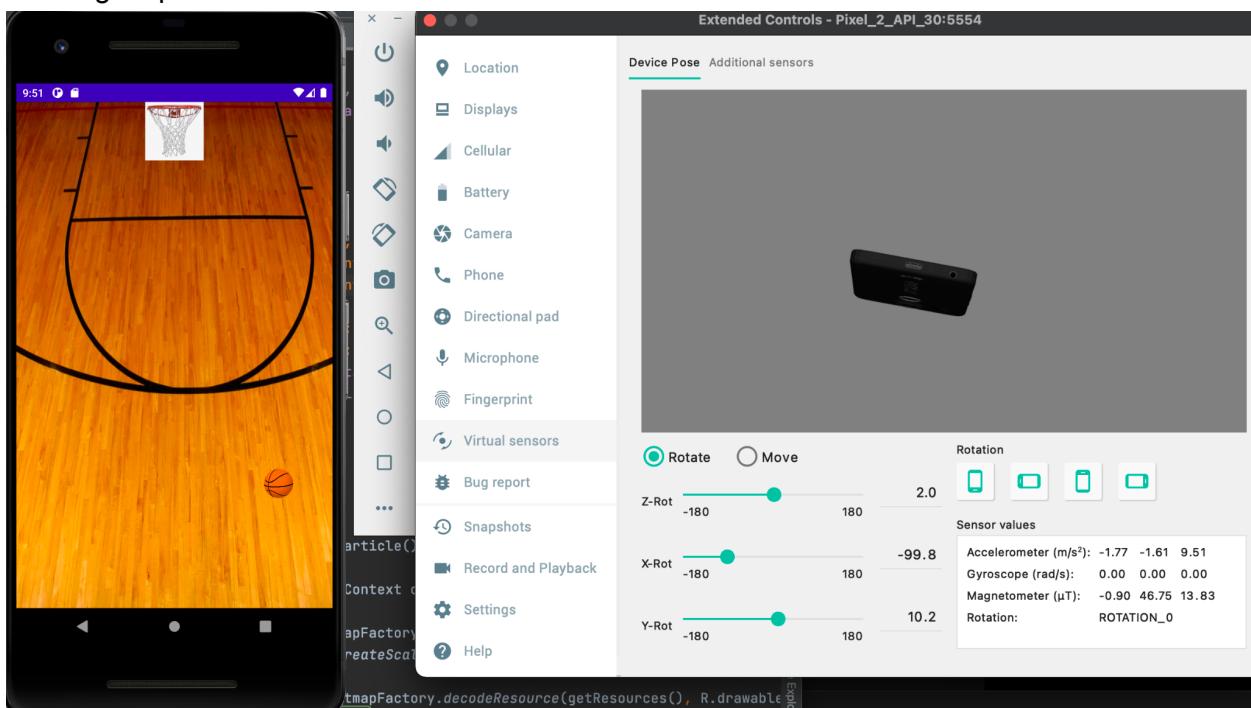
At rest:



Rotating left and then right with bounce effect sending it back left:



Rotating it up:



Rotating to Portrait mode:

