Accelerometer

Pitch Data →

If a jerk is provided in pitch, then the character jumps

Adjust the horizon level & the vertical positioning of obstacles based on pitch (Verticle movement, up & down)

Roll Data ↓

Move all the objects other than the character to the opposite direction of roll, ie. this gives an effect of the character transversing side to side

Based upon the horizontal & vertical positions of the character w.r.t. the obstacles and the orange fruit, it is decided wheter the player has colided with an obstacle (to end the game) or the player has eaten an orange (to give bonus score)