**Lab 5(Game2048):**

I have considered Game 2048 as an example. Collected left-right, right-left, top-down, bottom-top sequence training file using training app provided by TA.

I have added TestGesture.java, SensorTagData.java and ConnectionService.java files to existing Game application.

Below methods in Game View class are triggered on detection of respective gesture instead of OnTouch event

* In MainActivity Class -> Game View -> swipeleft()
* In MainActivity Class -> Game View -> swiperight()
* In MainActivity Class -> Game View -> swipeup()
* In MainActivity Class -> Game View -> swipedown()

In MainActivity.java -> onResume() function in Game class, added a function to register broadcast receiver to receive data from sensor

Created a Broadcast Receiver function If the action is a stomp, then would trigger flycow () function

if ("stomp".equalsIgnoreCase(data)) {

view.flyCow();

}

One stomp is equal to touch the screen once then invoke below function in GameView class

public void flyCow (){

this.swipeLeft ();

//Done.

}

NOTE: I have implemented only one gesture in this game (left-to-right)

**Code Screenshots:**





