Assignment 3

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Design

The user can control the Red circle ball with gravity or user forces (shaking the phone)

The start button will start the game and begin animation.

The pause will stop animation. Press start to resume

The add will add squares to the screen. Blue square gains points and Red square will reduce points. Touch red square will reduce your life by 1. When reach below 0, the game is over.

You can press start again to play again

The GameObjectview represent a game object in gameview.

The GameView class is the sub class of UIView, it is the delegate of UIDynamicAnimator. The animator will have a gravity behavior and a collision behavior.

The viewcontroller is the delegate of UICollisionBehaviorDelegate to detect collision and update points in the view.

There is one Bug I haven’t figured out.

The game crashed one time when I restarted the game after the previous game was finished.