Project 2 - Milestone 4

Creatively, I wanted to create a cups and ball game that would mix the cups and the user would then pick the ball. I thought that this would be a good project to learn animations. I did, however, have the problem of setting the 'X' position after animating the cups so that they would reanimate, but when I did this the animations would act very strange and animate do different areas. I tried using an ObjectAnimator as well as regular Animations to animate the ImageViews, but I could not get that to work either. So I decided to create a simple cups and balls game where the cups would only animate in one direction instead of changing directions. The app still ended up being good, but next time I would like to figure out how to set the 'X' position after an animation and implement it in my app.