

# iOS Developer Task

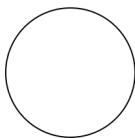
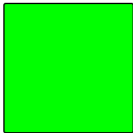
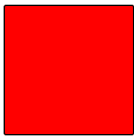
*Build a view as shown below:*

- \* The view consists of three coloured squares, randomly positioned; a white circle which is fixed in the bottom left and two buttons: “Add Square” and “Black Hole”.
- \* Rotation support is not required.
- \* When the “Add Square” button is pressed you should add another square of random colour at a random position in the scene.
- \* A user should be able to reposition a square by dragging it to a new position.
- \* If a user finishes a drag with a square overlapping the white circle it should be “sucked in” to the circle and leave the scene.
- \* When the black hole button is pressed all squares should be “sucked in” to the centre point of the white circle and ultimately leave the scene.
- \* The “suck in” animation is at your discretion, but decreasing the size of the square while pulling it into the centre of the circle gives a good effect.

*Extra Features (it's better to complete the base task well and add one or two other features than half completing all of these):*

- \* A user can “fling” a square (UIDynamics added in iOS 7 may help here).
- \* A user can rotate a square with a rotation gesture.
- \* A user can resize a square with a pinch gesture.
- \* A user can double tap a square and it's colour will change to another random colour.
- \* An initial layout of squares can be built from json (this is fine to just load from the assets directory of the project) in the form:  

```
{'squares': [{ 'x': 120, 'y': 230, 'colour': '#FF0000', 'size': 250}, { 'x': 56, 'y': 100, 'colour': '#00FF00', 'size': 100}]}
```



+ Black Hole

+ Add Square