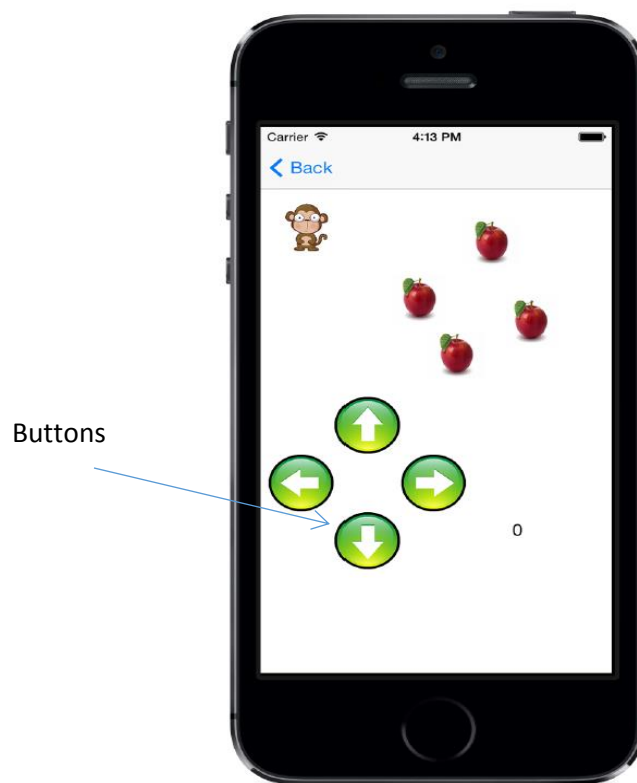


CSE 335- Spring 2017

In-Class: Lab 7 (NSTimer and Moving Objects)

15 Points (Due: Wednesday 12th 11:59 pm)

Lab: In this lab, you will be developing a simple game called “apple picking monkey”. (Please check week 12 lecture notes and examples posted before you start). As shown in figure 1, develop the UI. Monkey can move left, right, up, down by clicking respective arrows. Once the monkey collects an apple, the apple will disappear. Also, as application starts, counter will start a stopwatch that keeps counting as time elapsed. If the monkey can pick all apples within 10 seconds, declare the monkey as the winner.



Submission Instructions

Submit online to the blackboard using the link given under Lab7