Exercise 6

Section 1

The iPhone's accelerometer has opened up a whole new world for mobile games and applications. Once device moves, device hardware reports acceleration changes along the primary axes in three-dimensional space. Your task is to know how to use these data to interpret and use them properly.
This exercise aims to:

- learn accelerometer class and delegates
- practice imageView

In this practice assignment, you are asked to implement an accelerometer's handler. The handler will distinguish your gesture with the iPhone/iPad to shuffle cards accordingly.

Table 1

Gesture	Description	Card shuffle
	Wave to right	Shuffle to a card at the RIGHT side of the currently displayed card. No shuffle is required if the current card is on the edge. ***Example:*** *if a current card is No.2, next card to be displayed is No.3. If a current card is No.3, no shuffle is done.*
	Wave to left	Shuffle to a card at the RIGHT side of the currently displayed card. No shuffle is required if the current card is on the edge. ***Example:*** *if a current card is No.2, next card to be displayed is No.1. If a current card is No.1, no shuffle is done.*
	Wave forward	Shuffle to a card IN FRONT OF the current card. No shuffle is required if the current card is on the edge. ***Example:*** *if a current card is No.2, no shuffle is done. If a current card is No.5, next card is No.2.*
	Wave backward	Shuffle to a card BEHIND the current card. No shuffle is required if the current card is on the edge. ***Example:*** *if a current card is No.2, next card is No.2. If a current card is No.5, no shuffle is done.*

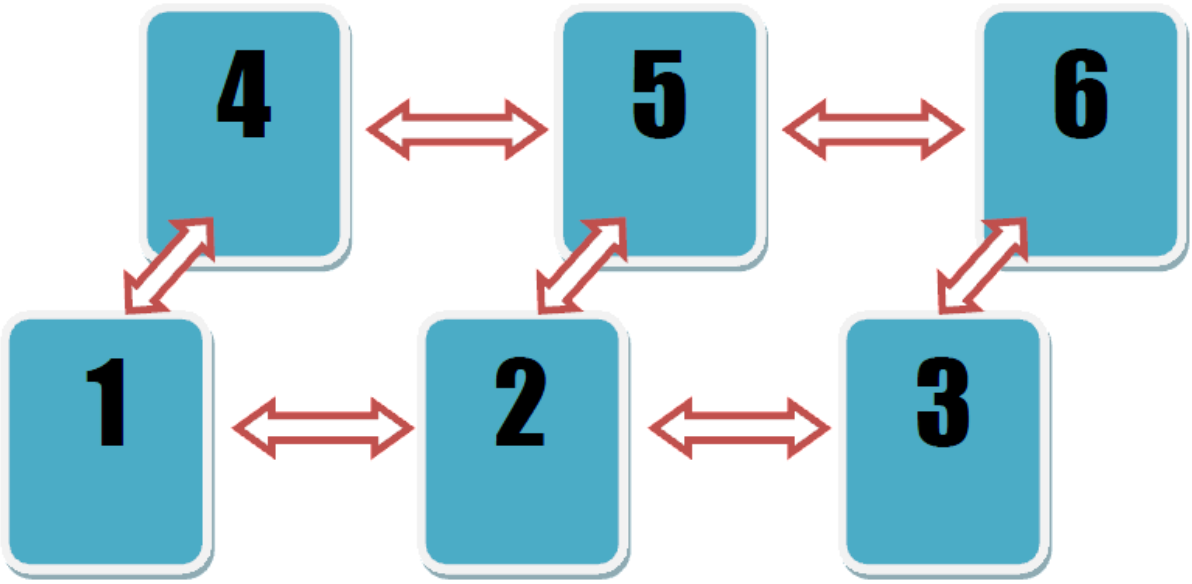
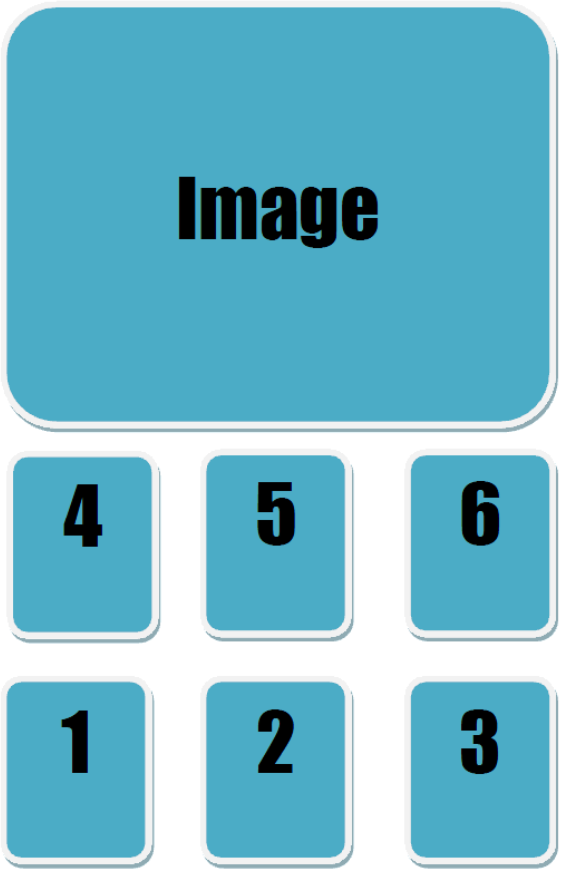
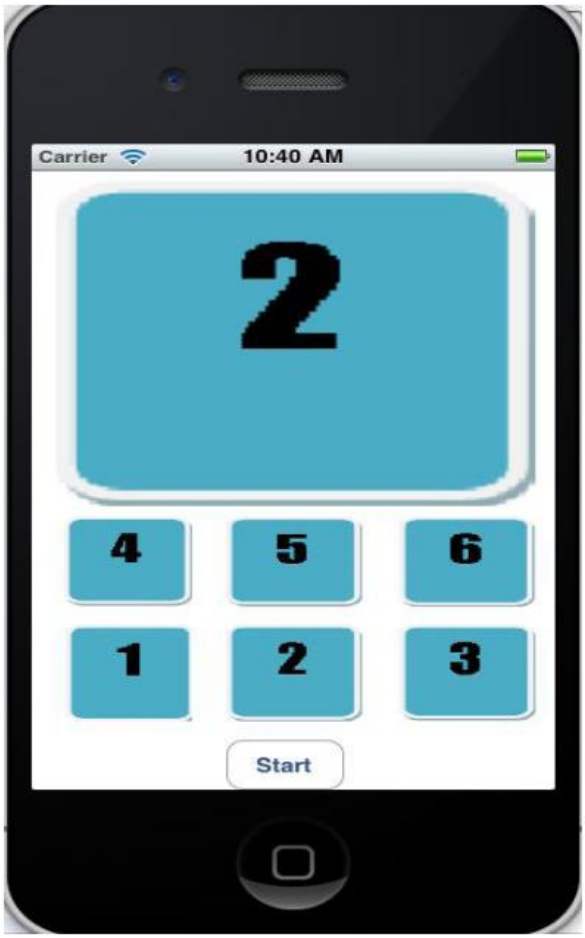


Figure 1





Section 2

In this section, you will be learning and practicing on cocos2D.

Please download code from the following link to start up this section:

http://www.raywenderlich.com/32045/how-to-use-animations-and-sprite-sheets-in-cocos2d-2-x

Try to understand how sprite sheets in Cocos2D implemented as a plist.

Once you run the code, bear is moving around and once you click on the screen bear will move the touched point.

In this section, you are asked to implement the followings:

- Download a bird and egg images.
- The bird will randomly move left/right/up/down in the top one-third of the screen.
- During moving, the bird will randomly drop out an egg.
- Bear will try to catch the eggs by touch event.
- Each successful catching increases a total point by 10, otherwise decrease point by 10.

Hint: Please move the images with timer :
http://www.youtube.com/watch?v=WGtMMx4DxwM&feature=fvwrel