Buckets

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Implemented Functions

Key functions

- Motion detection
  - onSensorChanged()

- Animation
  - shootBall()
  - createShotListener()

Implemented Functions

Key functions

- Collision detection
  - collides()

- Replay
  - replayListener()
  - enableReplay()

Function Implementation

- onSensorChanged()
  - Measure acceleration of device.
- shootBall()
  - Calculate acceleration and velocity of ball using delta value received from onSensorChanged()
  - Ball is projected on a parabolic curve determined by fling intensity and gravity.
- createShotListener()
  - onComplete()
  - onSuccess()
  - onFailure()

Lessons Learned

- Motion Detection
- Collision Detection
- Media Integration
- Skybox Integration