

DidMove() -> Handles the accelerometer movement.

DidBegin() -> Handles the score logic

TouchesEnded() -> Handles the collision logic

viewWillAppear() -> Handles the end game logic

ViewDidLoad() -> Loads the Game View

Rules of My Game ->

1)tilt the screen in any direction to move the white ball(uses accelerometer data). The goal is to Hit the green square edge with the white ball as much as possible. Once you get 50 hits you will win the game.

2) Avoid hitting the red squares, If you hit any red square you will automatically lose a point

3) Don't stay on the edge too long or else you will exit the game

4) The score is updated using the motion data

5) Note: I was unable to add objects randomly spawning!