

iOS Developer Task

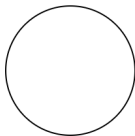
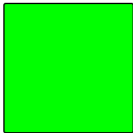
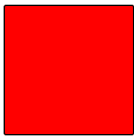
Build a view as shown below:

- * 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