**MAD523/DPS923**

**Lab Four**

For this lab, you are requested to create a following interactive application. Once the user taps on the screen, a lemming (Figure. 1) will be spawned in the position where tap happened. The liming must be animated in place. You can use the class “enemy” that we developed in class, or, to create your own class, if you would like to.



Figure 1. Illustration of a lemming

As soon as a pan happens on the screen, all lemmings must move along the direction of the pan until the move out of the screen in which case, they should be destroyed. A tap has a beginning point and an end point and if you connect the beginning point to the end point, you will have a vector.