

Inclass activity on SpriteKitPhysicsBody:

The SKPhysicsBody class available from Sprite Kit provides animation effects related to some common Physics characteristics like motion due to gravity and object collisions.

For this activity, we need to use a Mac machine with XCode 12 (or higher). Using virtual machine, XCode project will crash when we try to open the **GameScene.sks** file.

Follow the tutorial link below with your Mac Book or Mac Mini to complete the app:

<https://www.ioscreator.com/tutorials/sprite-kit-physics-ios-tutorial>

Next try to change the ball size to different sizes in decreasing order to see the animation effects, simply by multiplying a fraction like $1/1, 2/3, 1/2, 1/3$

Take screen shots and submit them.