**MAP523/GAM923**

**Lab Eight**

For this lab, you are requested to augment the Mario game that you developed before in older labs. The In the Mario game that you implemented before, the player must touch the screen to make a jump. Your task in this lab is to create an advanced jump.

The direction of the jump is identified by to the direction of swipe. The swipe can be in any direction: diagonal, vertical and horizontal.

The intensity of jump is defined by the speed of swipe, i.e. a faster swipe causes a faster jump.

In this lab, you are requested to perform a quick search on:

* Finding the startPoint and endpoint of the swipe
* Finding the speed of the swipe.