

Creative Project: Create an Animated App

Create an app with animation behavior similar to but more complex than that found in MoleMash (<http://www.appinventor.org/AndroidMash-steps>) and Pong (<http://www.appinventor.org/pong-steps>). Functionally, the app should have the following:

- objects that move over time (e.g., a spaceship flying across the screen)
- objects who move or are transformed in reaction to end-user activities (e.g., OrientationSensor to control movement)
- objects that (dis-)appear in reaction to end-user activities (e.g., an asteroid disappearing when shot)
- use of conditional (if) blocks
- use of collidedWith and edgeReached blocks

Be creative-- you need not build a shooter game or even a game at all, as long as your app exhibits the animated behaviors listed above. Run your idea by your instructor to make sure it is complex enough.

Submission

- Add the project to your class portfolio using the following instructions:
<http://appinventor.org/appPage>.
- Submit the app to the App Inventor Gallery (<http://gallery.appinventor.mit.edu/>).