Teeter Game Project:

What is teeter?
Check this link for demo: [http://www.youtube.com/watch?v=l2o_YK1S6Ns&feature=related](http://www.youtube.com/watch?v=l2o_YK1S6Ns&feature=related)

How to implement it using AppInventor?
1) Implement ball moving by accelerometer
2) Implement the sink where the ball “dies” and the destination where the ball reaches to win

Hints:
1) Drag and drop a ball to your canvas
2) Drag and drop a accelerometer to your screen. It's not gonna be seen on the screen view after you drop it but it's there in the component list.
3) Then you want to make the ball move according to the data that the accelerometer gets. The block editor should look similar to this: (This is just an example, you need to do experiment to find out the equation that simulates how a ball moves in real situation. Please try different equations and parameters to tune your design up.)