

Teeter Game Project:

What is teeter?

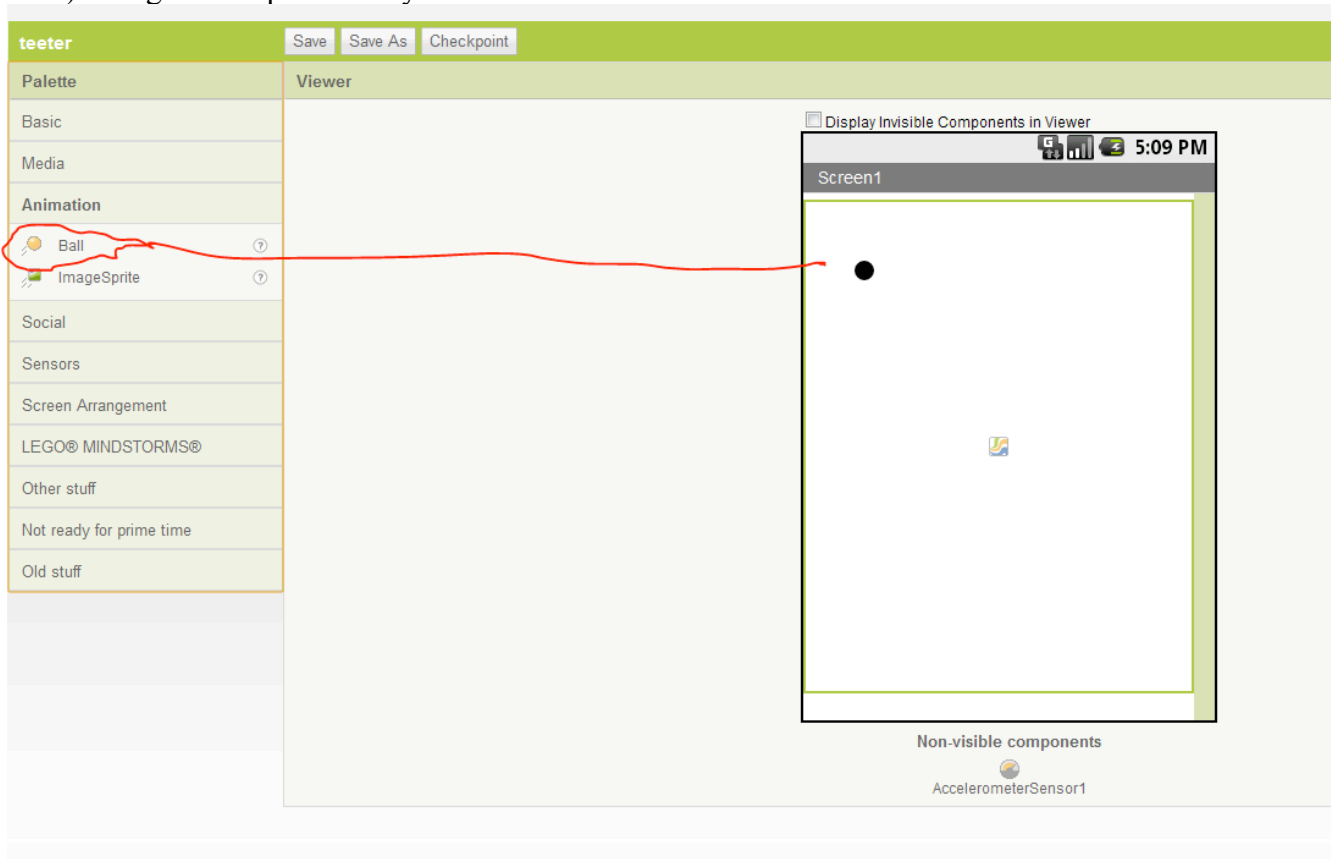
Check this link for demo: http://www.youtube.com/watch?v=l2o_YKIS6Ns&feature=related

How to implement it using AppInventor?

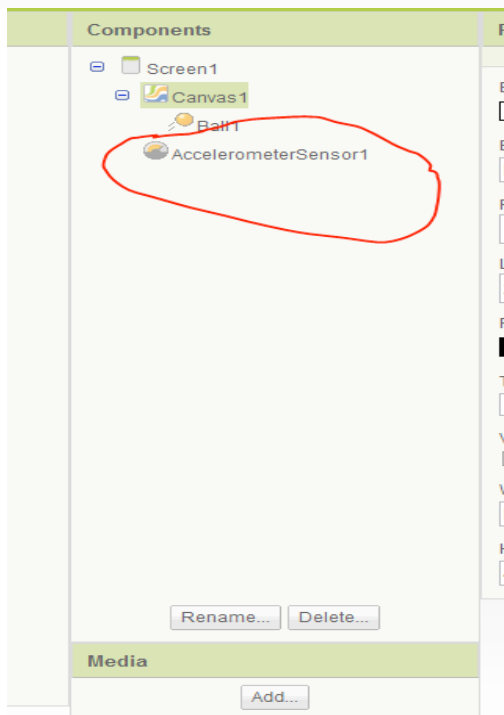
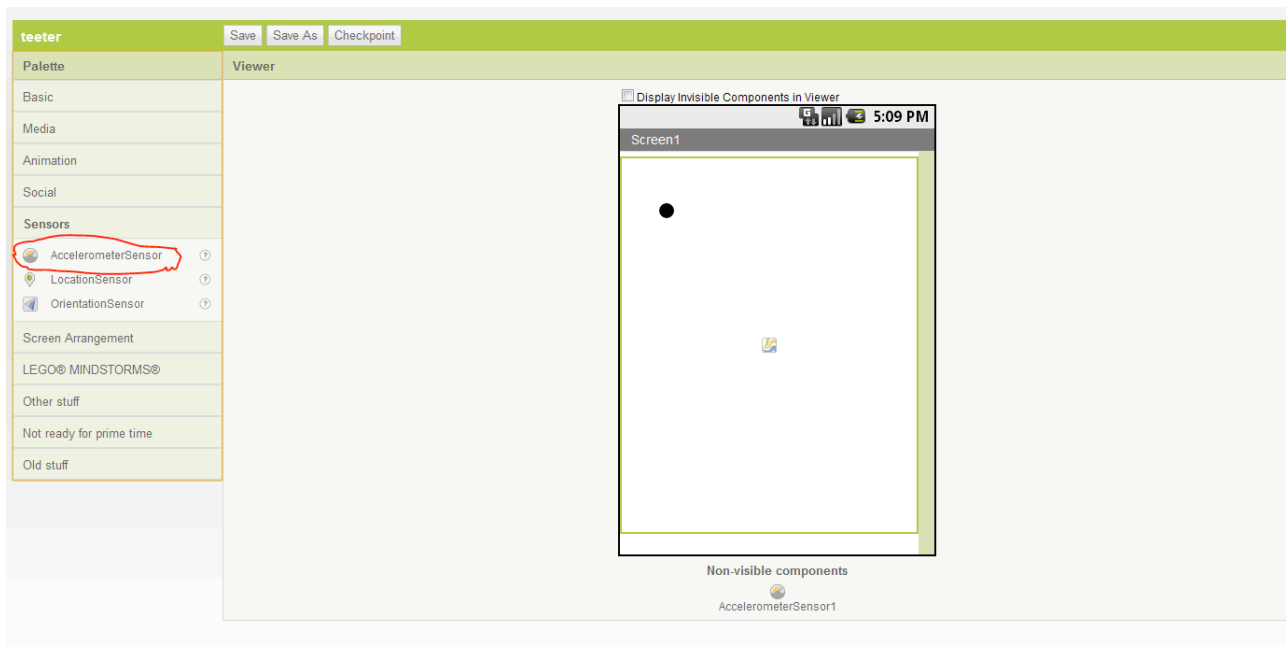
- 1) Implement ball moving by accelerometer
- 2) Implement the sink where the ball “dies” and the destination where the ball reaches to win

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.)

My Definitions

AccelerometerSensor1

Ball1

Canvas1

Screen1

