



Daves Creek Elementary School  
November 8, 2021  
**FUTURE YOU DAY**

# ZBOLA

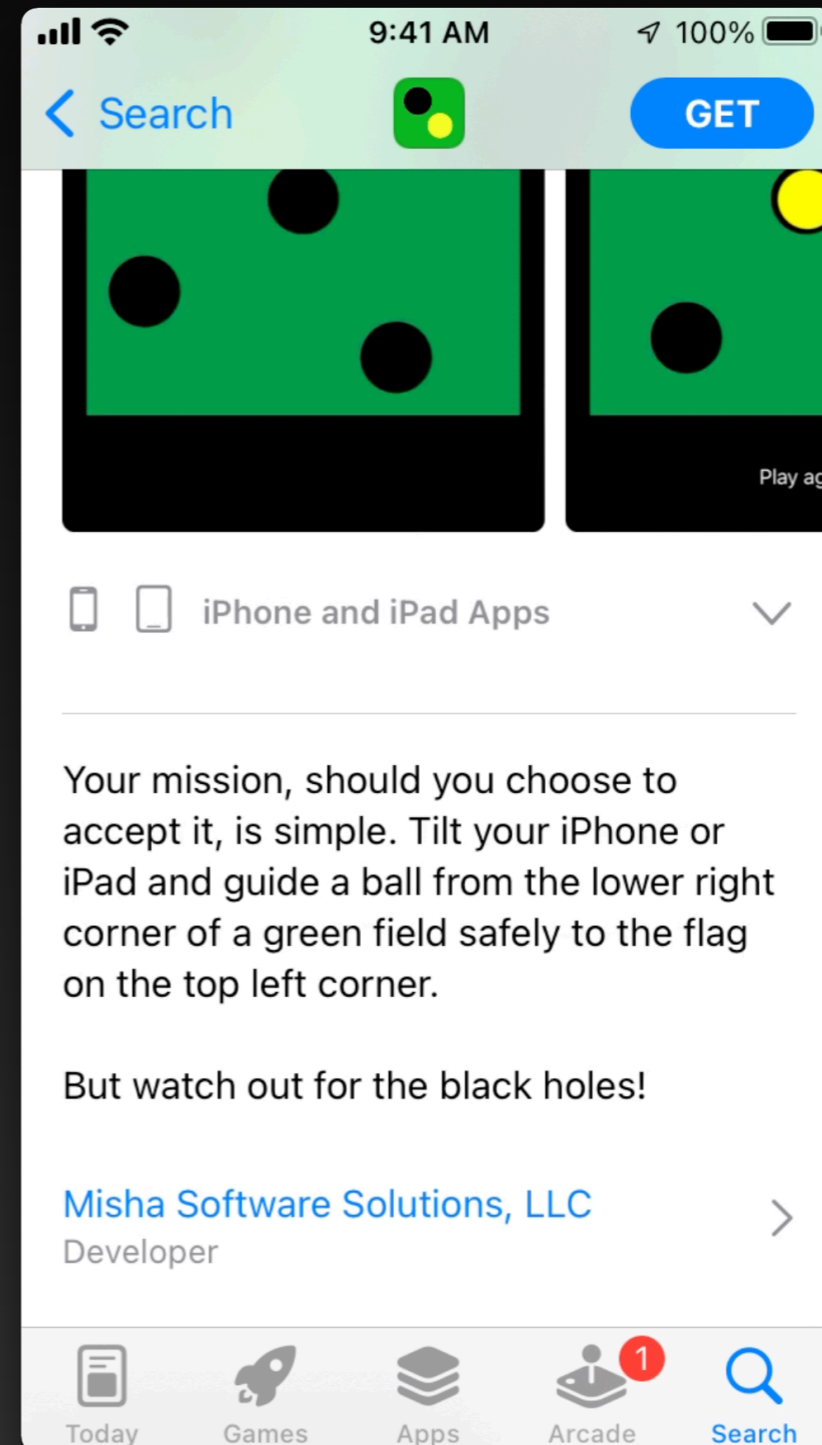
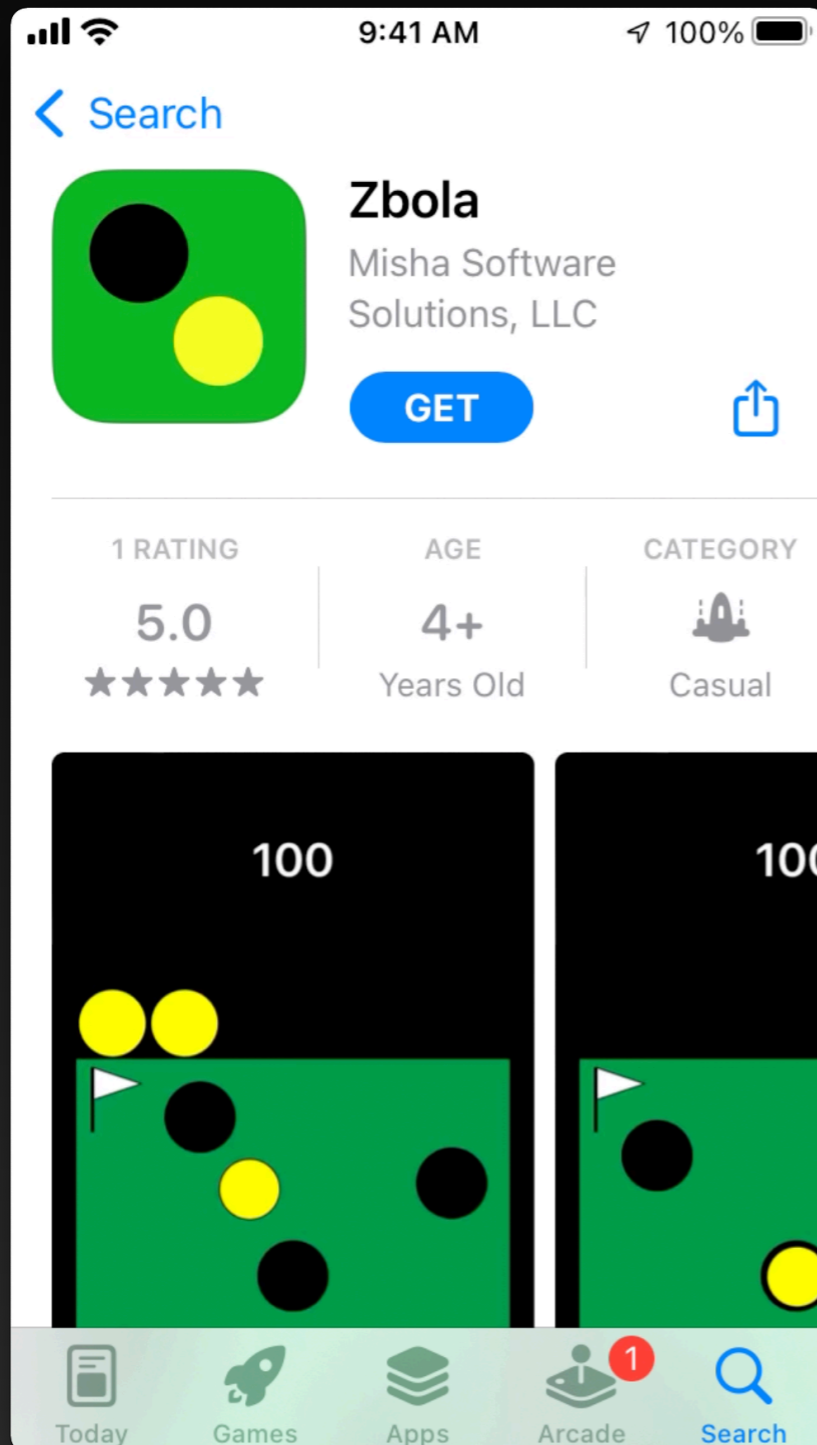
Creating a game for iOS

**Abhijit Joshi**

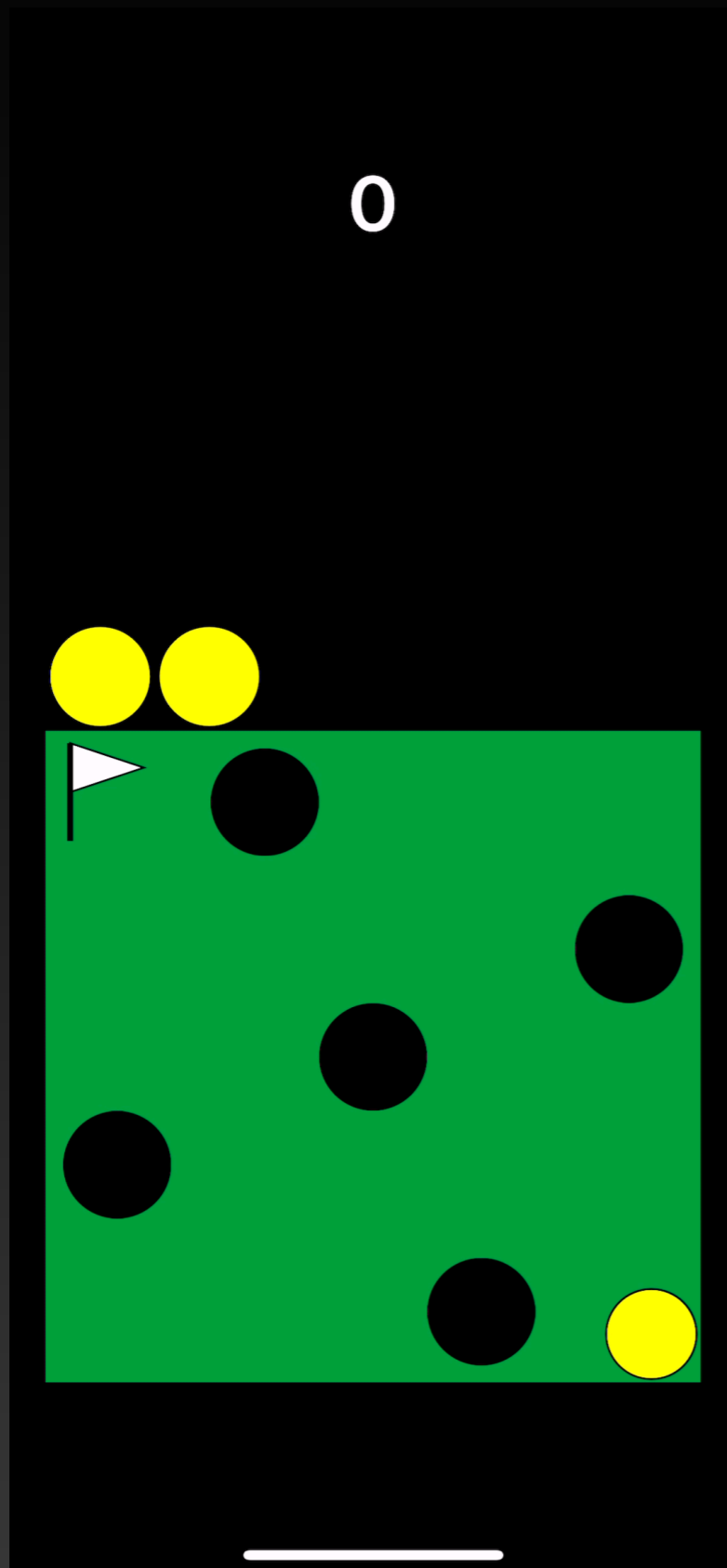
iOS Developer

# Where can I get it?

Available for free on the Apple App Store  
Sorry! I haven't made one for Android yet.....



# How do you play?



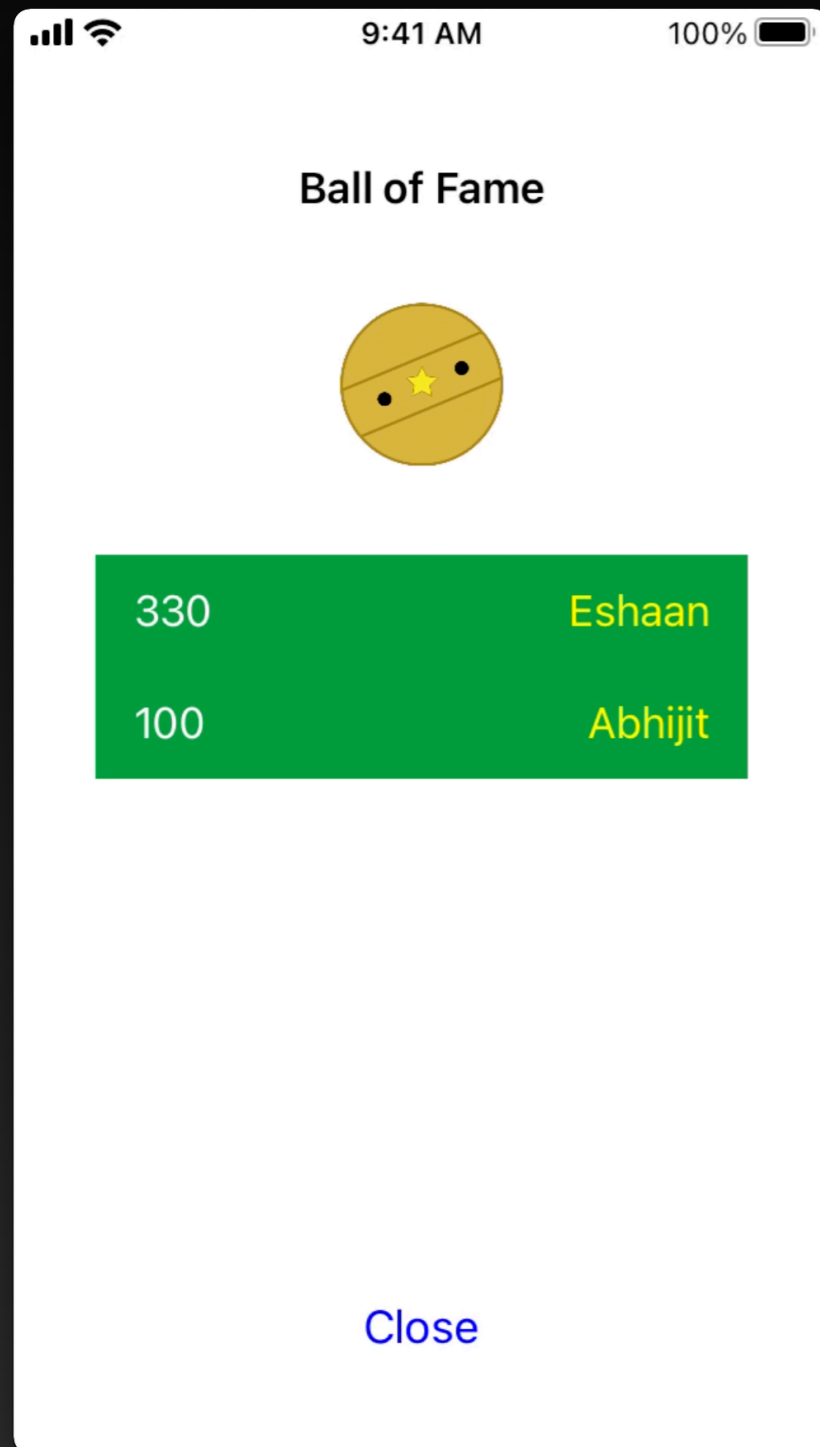
Hold the phone flat and parallel to the ground

Tilt the phone to make the ball roll and then guide it to the flag - without falling into the black holes

Every time you reach the flag, the holes spin in the other direction and start spinning a little faster!

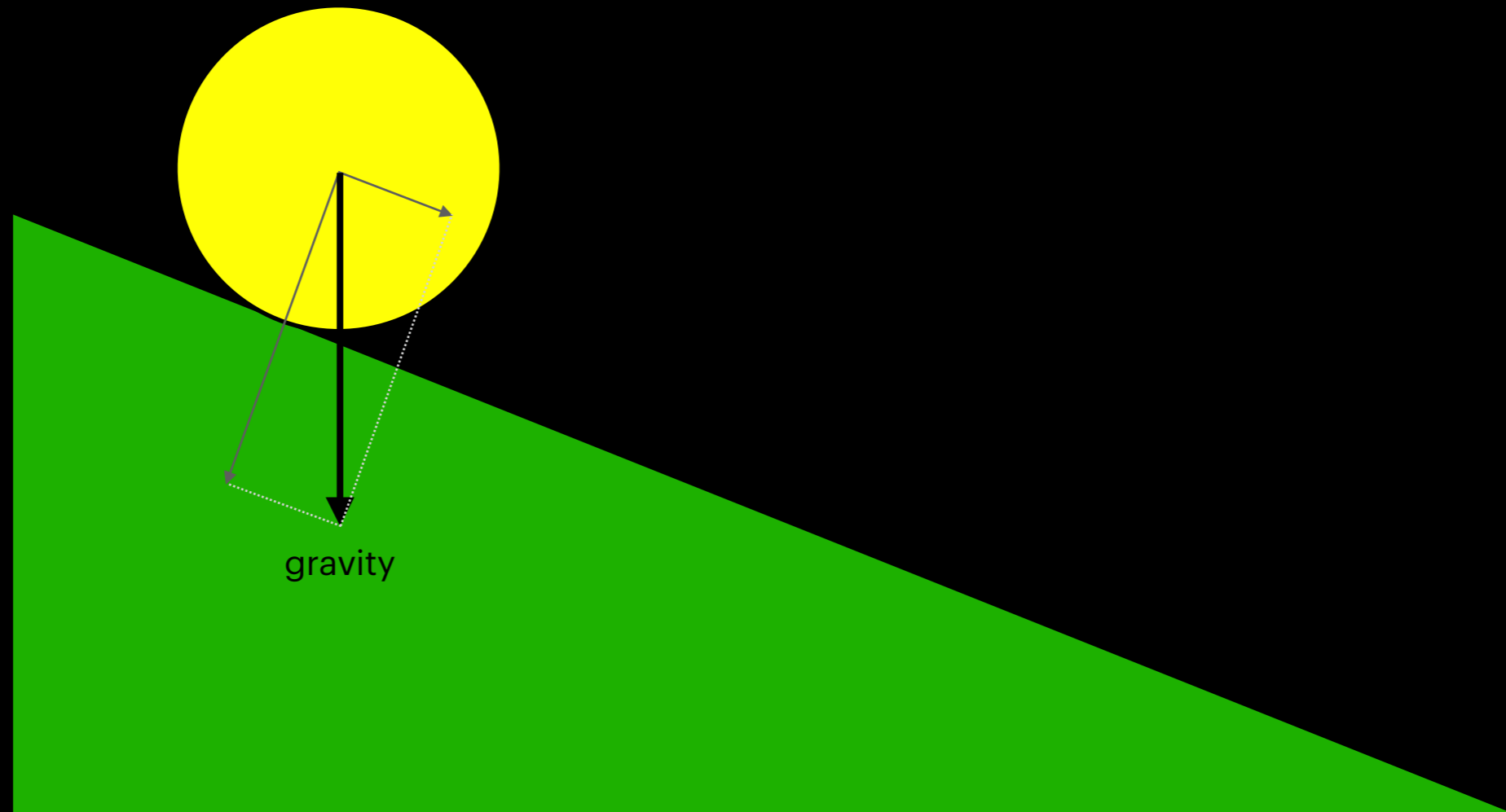
If you fall into a hole, you die!! You have 3 balls (lives).....

# Can you beat our high scores?



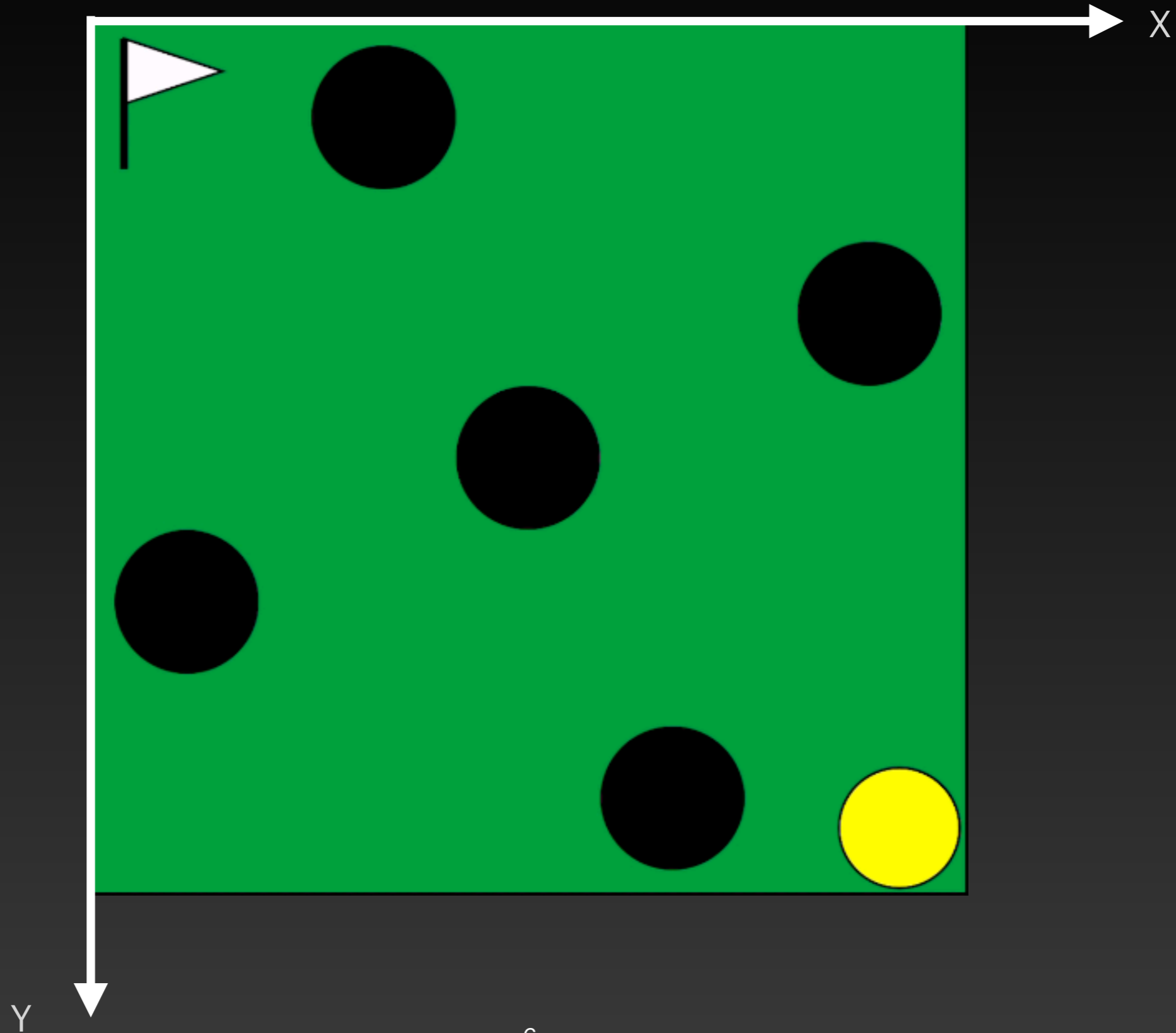
The app keeps track of your high scores and if you beat the lowest score on this table, your name can appear in our Hall **Ball of fame!**

# What scientific principle does the game use?



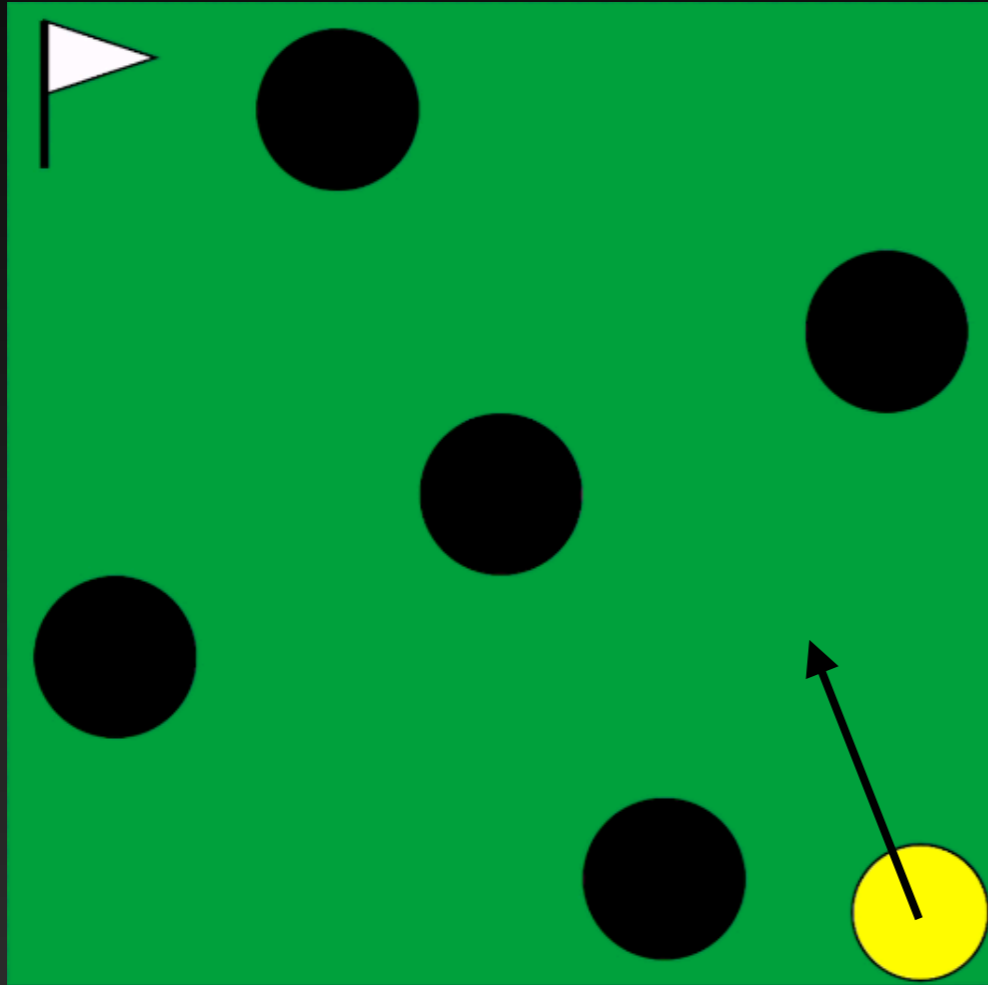
Your phone hardware has an accelerometer inside it that can detect how much you tilt your device

# Cartesian Coordinates

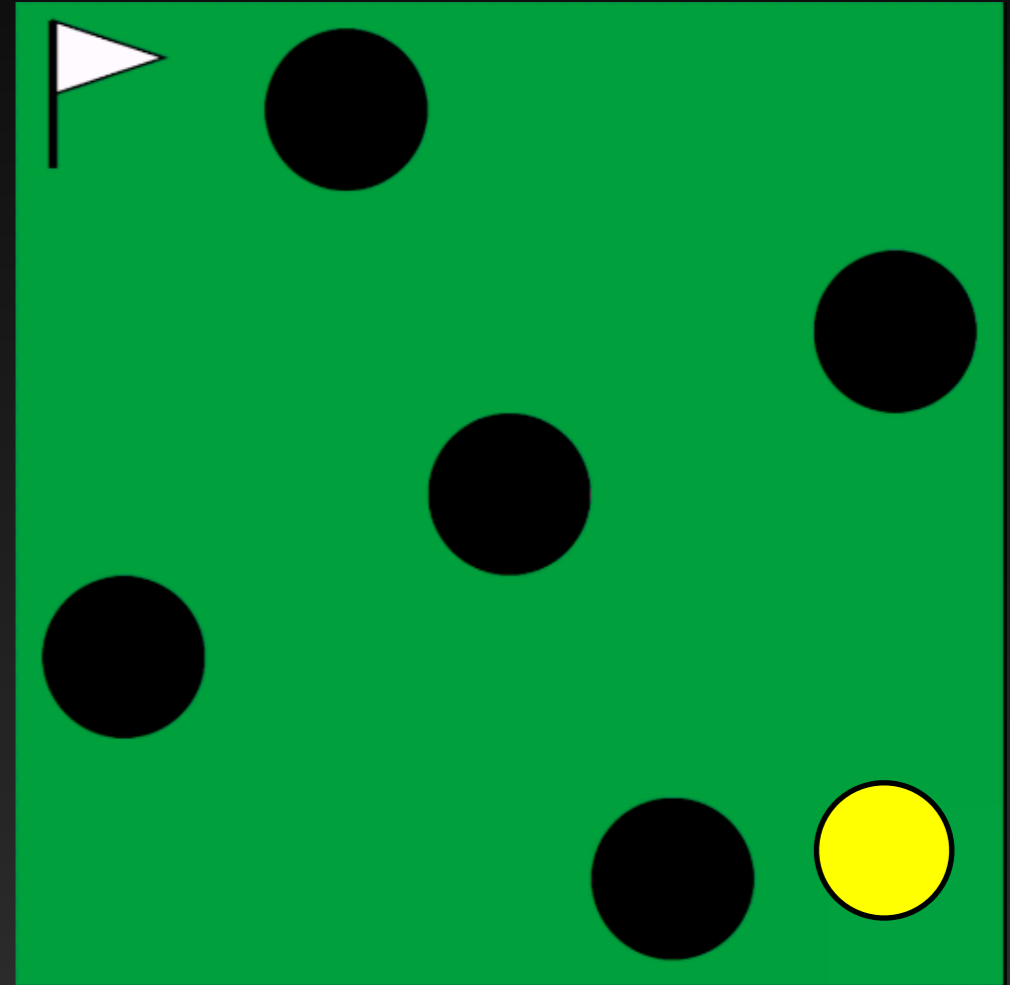


# The Basic Idea of Animation

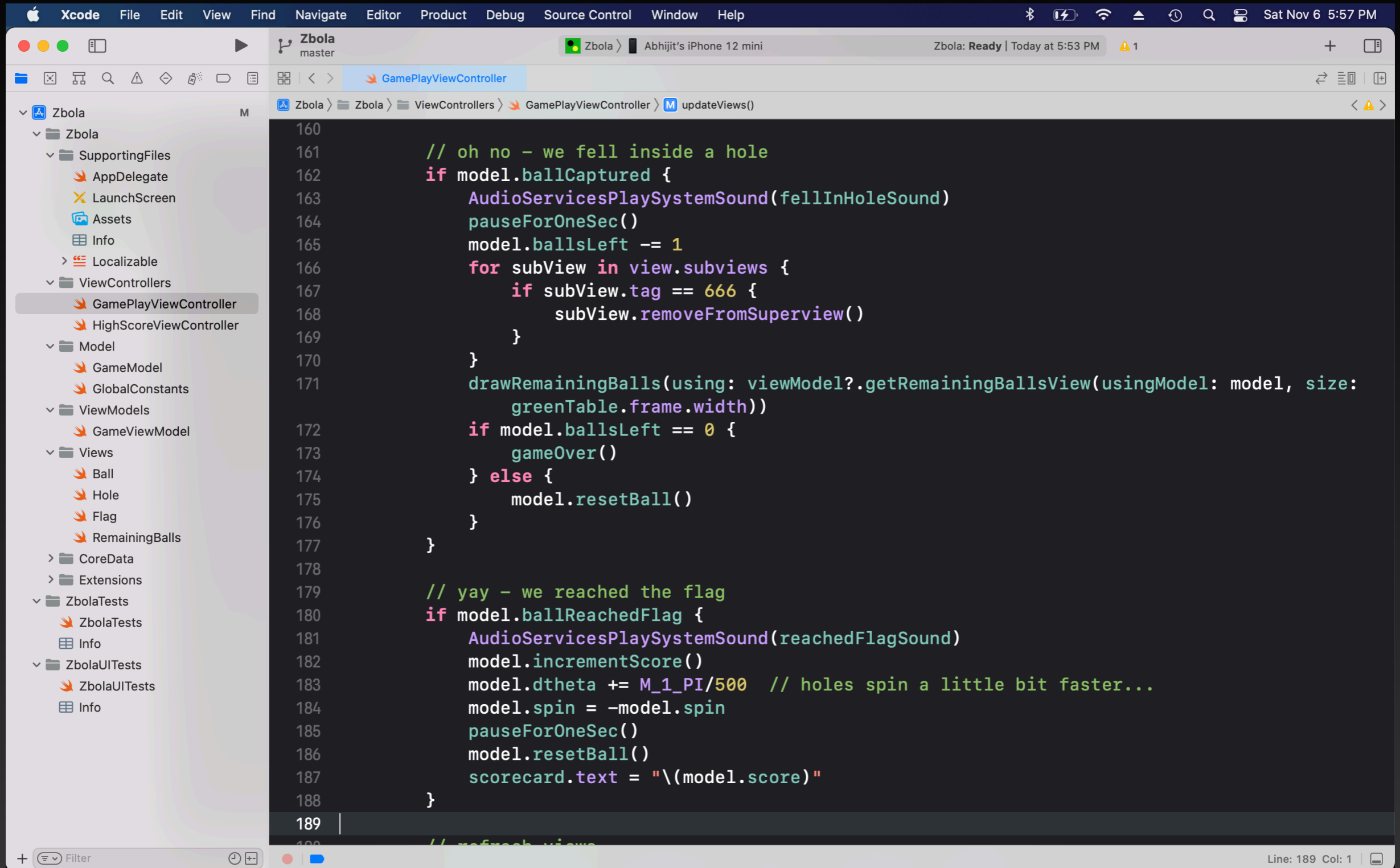
time = 0



time = 1



# Xcode - Apple's tool for creating apps





## Your Questions - 1 of 2

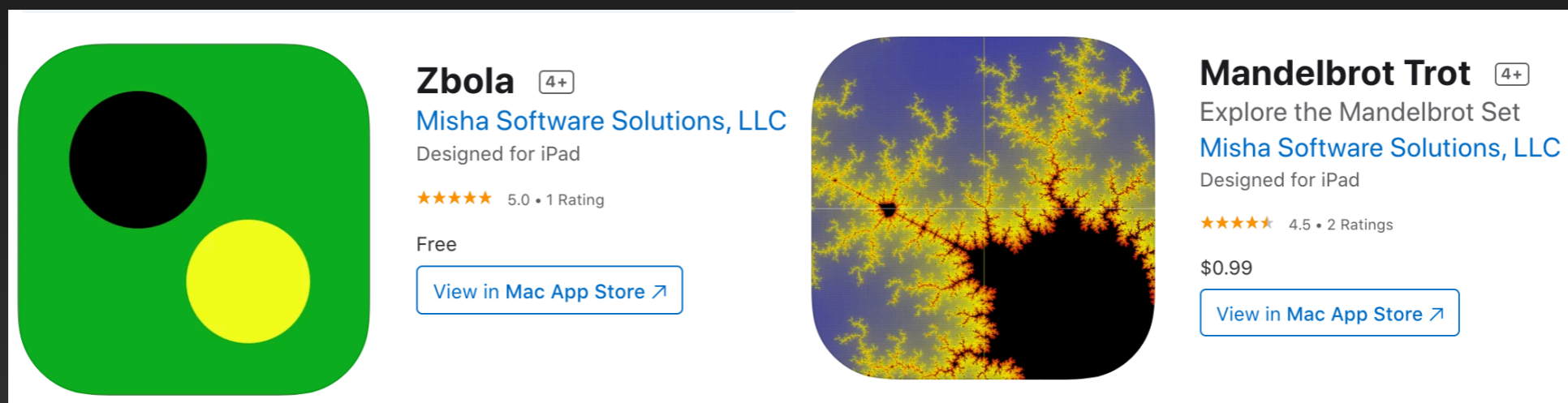
What types of games have you made?

I used to love making board games when I was a kid - and then play them with my cousins and grandmother. After I learned JavaScript, I made some simple games - some are on my website and you can play them for free.

<https://www.joshiscorner.com/files/games/games.html>

How many apps have you made?

I've made several - some just for myself and others for the company I work for (ParkMobile). Here are some I created in my spare time:



How long does it take to develop?

Depends on the complexity - it could be anywhere from a week to a few months.

## Your Questions - 2 of 2

Does it require a lot of patience?

Oh yes! Loads of it. Because nothing ever works the very first time like you want it to. You have to fine-tune the graphics, your code and fix bugs until everything is perfect.

How many programming languages do you use?

**Objective-C** - Apple's old language for writing apps

**Swift** - Apple's new and current language for writing apps

**Python** - Useful for automation and scripting

What are your hours?

Usually 8 am - 5 pm - but sometimes longer

Do you use JavaScript?

These days, I don't use it a lot but I was into it before I moved to app development. It is very useful when working on web pages.

More Questions?