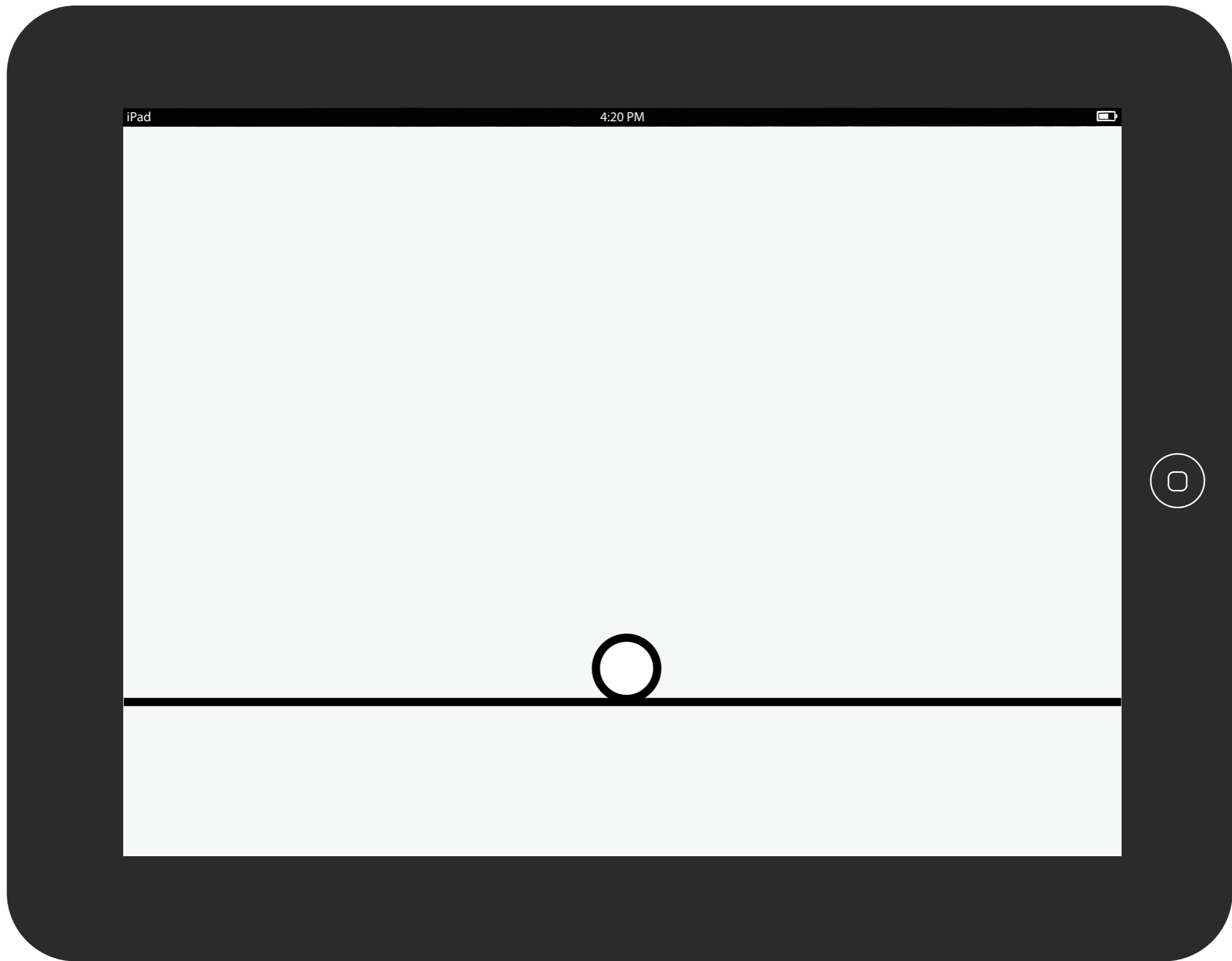
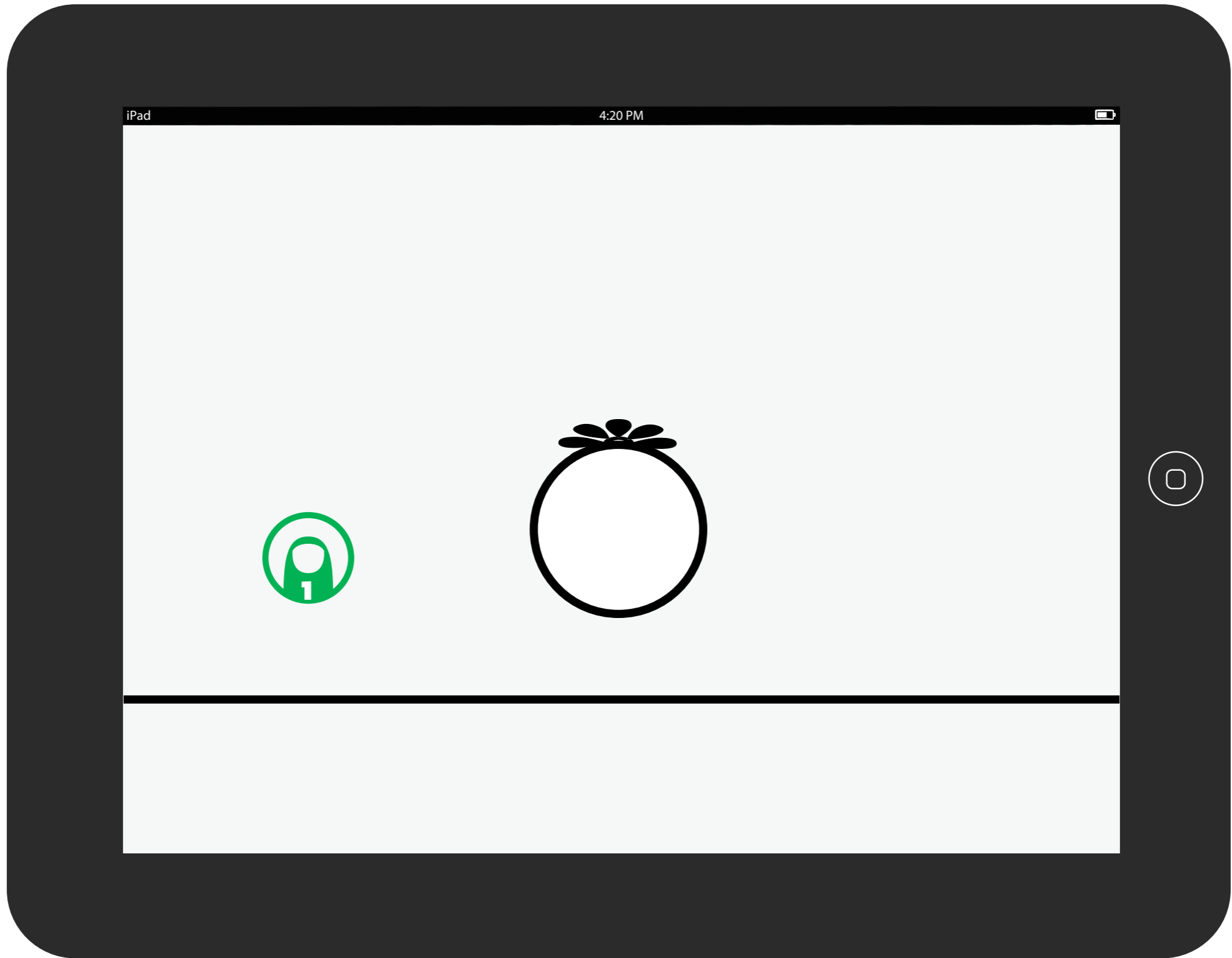


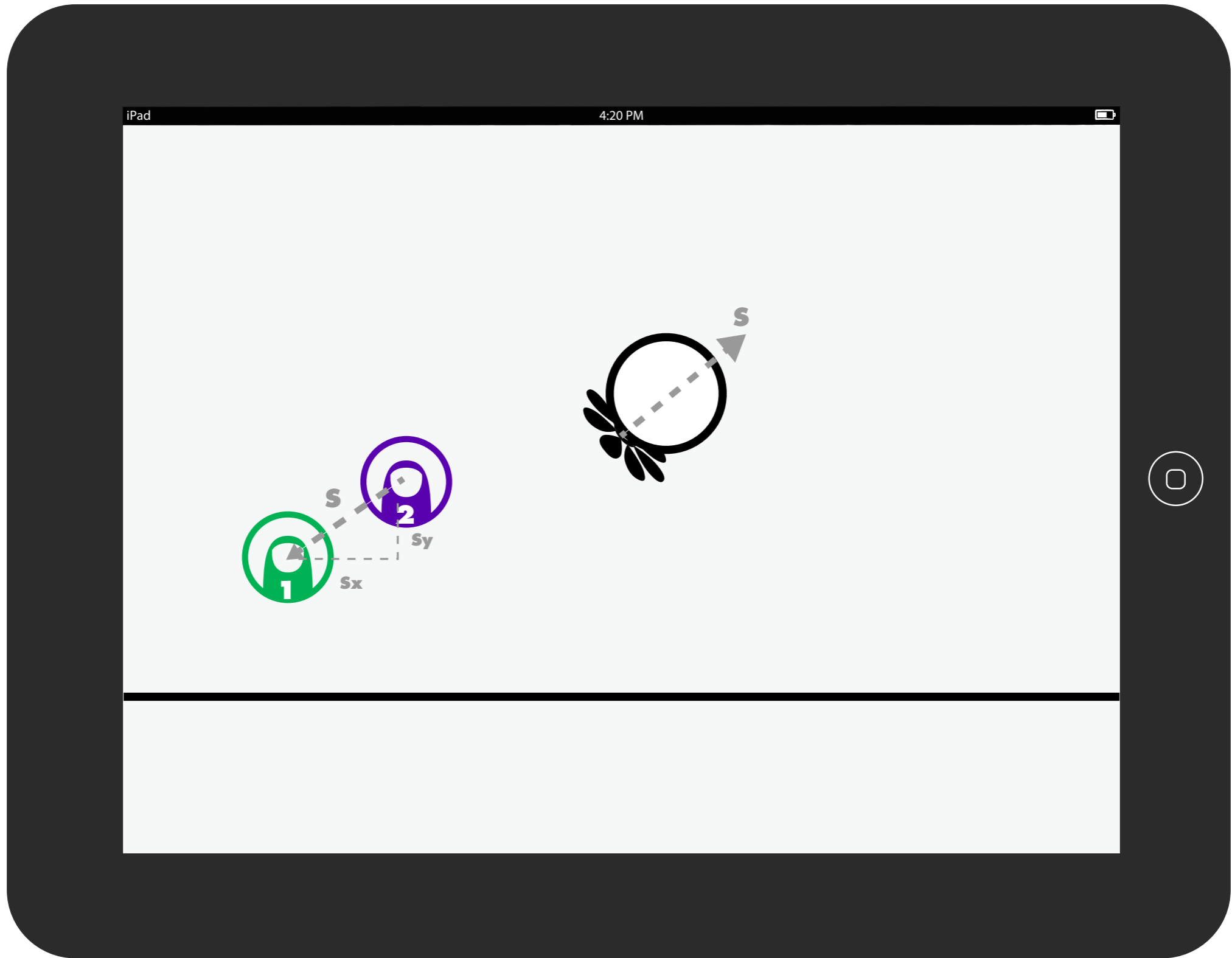
Game Prototype

Multitouch-driven mechanics

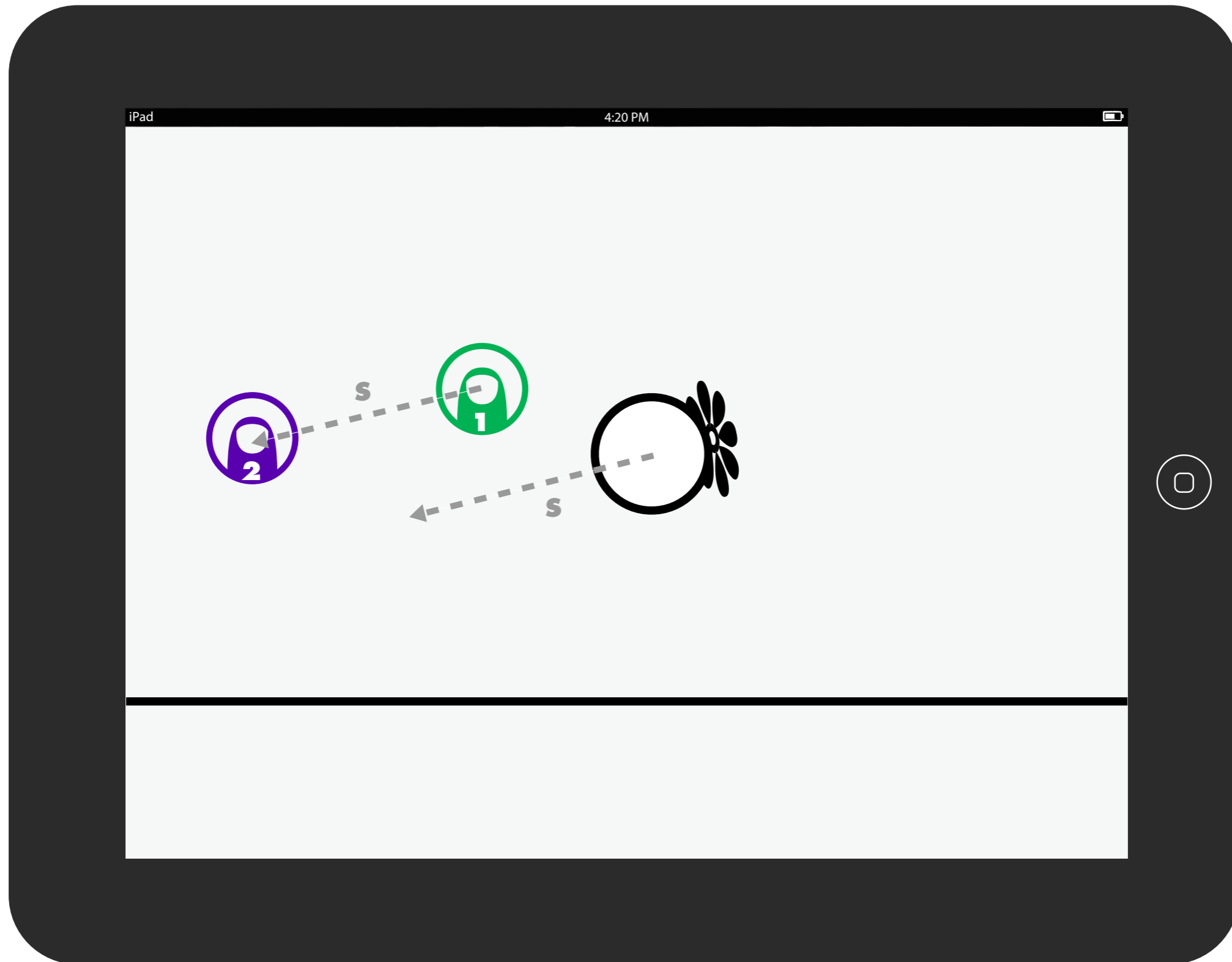
Cristian Díaz

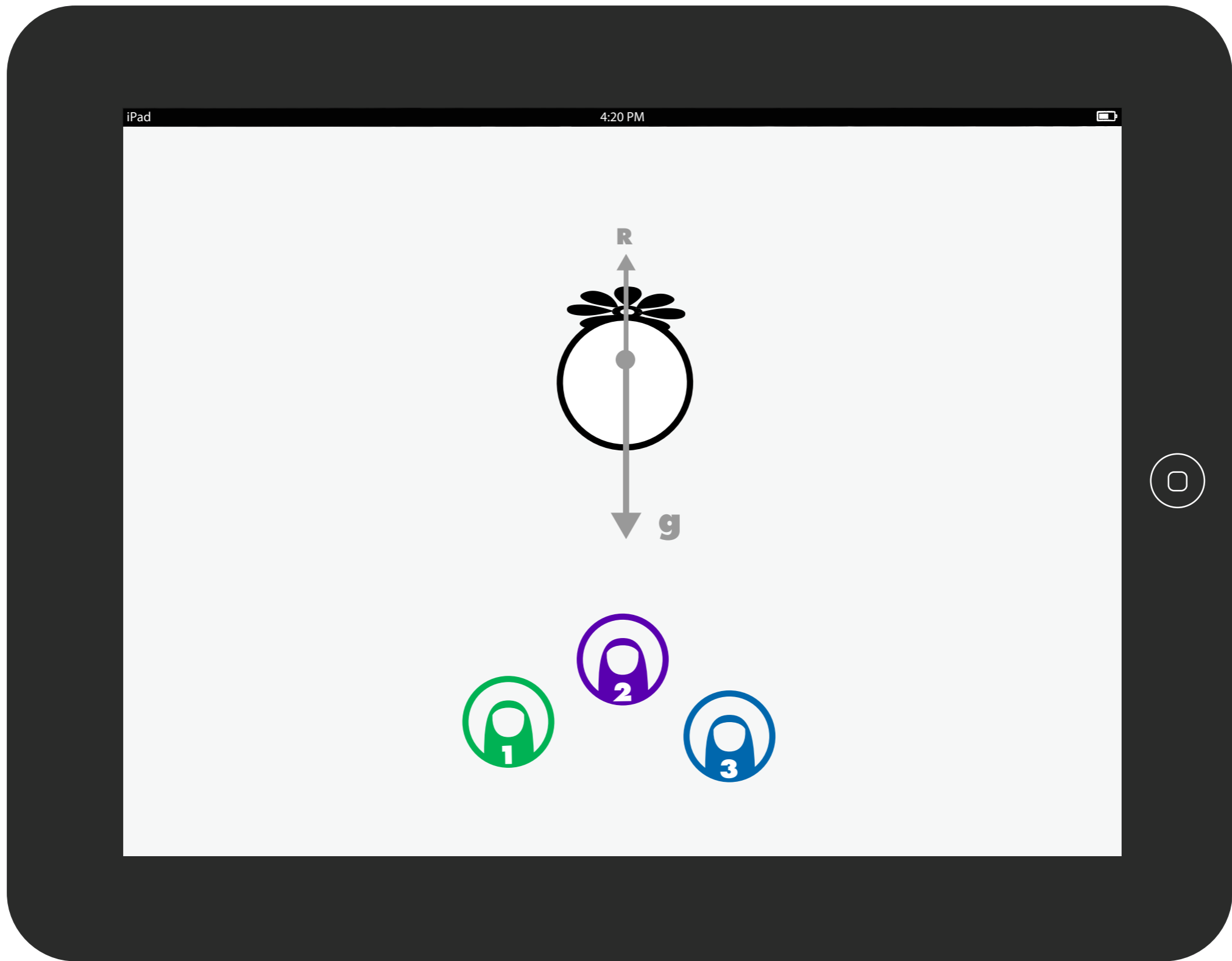


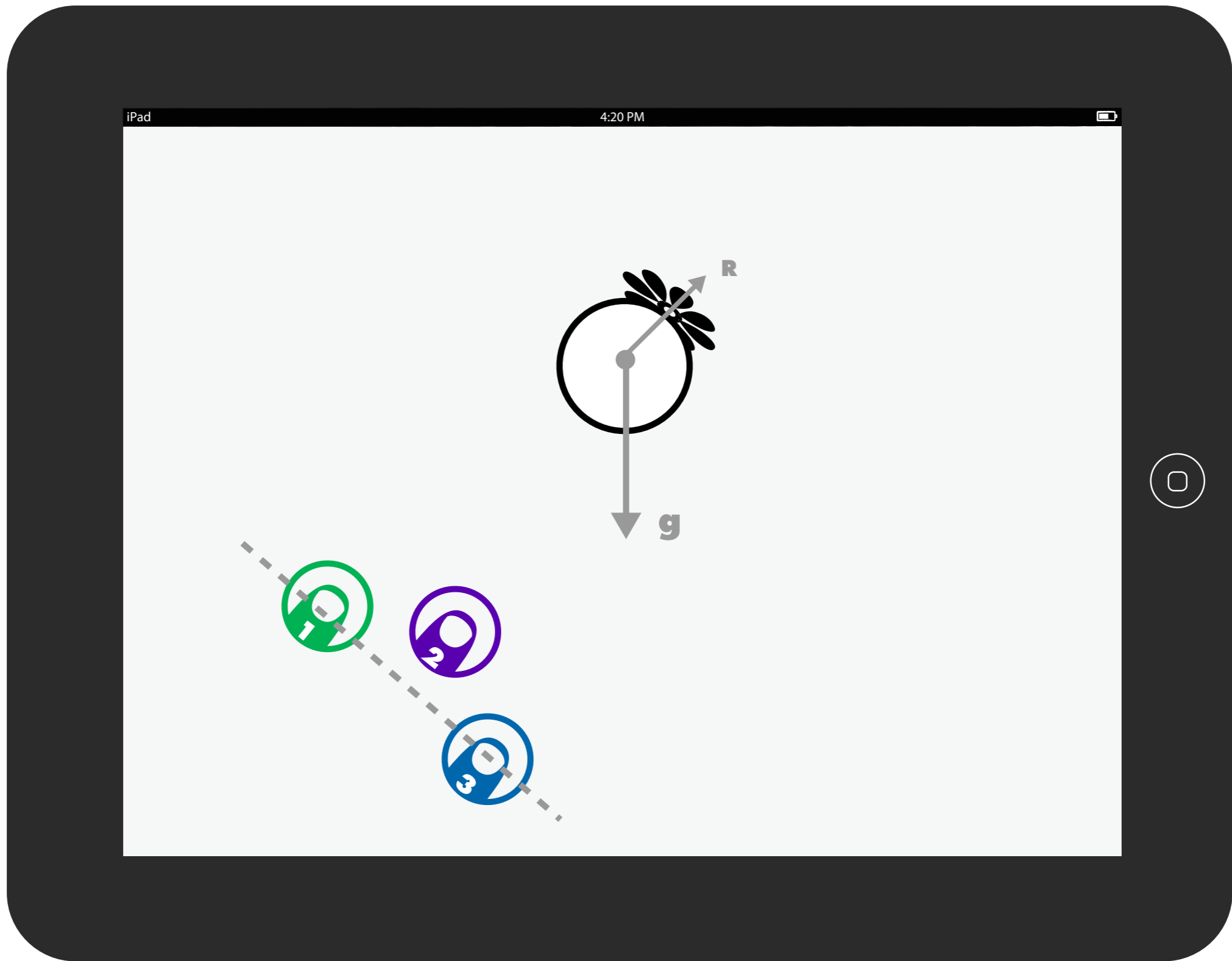




Second-touch defines the direction of the movement.







iPad

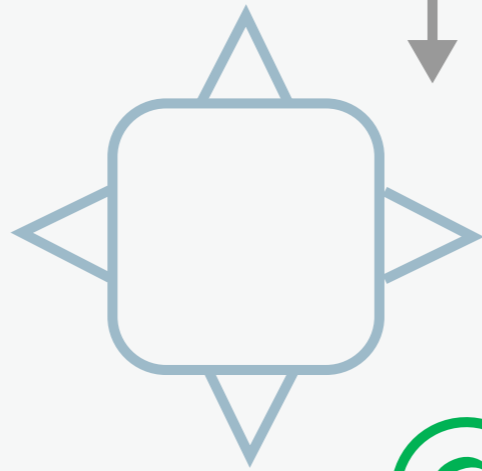
4:20 PM



R = SPREAD

R_y

$R_y < g$



SPREAD





Else



Thank you