

Transcript

Okay, so resetting a few things and using a little bit of physics SpriteKit is fun. It has some physics involved. And it the physics does some cool stuff. Don't let that worry you. This isn't crazy stuff. This is things like gravity and how objects interact with each other. So it makes it easier to tell when my animals interact and run into each other. So check it out when I put the sheep on the screen. Oops, I forgot that I left gravity on. Yay.