

Transcript

It's day 76 and I'm doing a little bit of training with the physics in SpriteKit. There's a bunch of little things that I'll do to help me and it's just a lot of fun to play with. So I do some things on the screen and then made it do stuff. Now all of this is from a tutorial and so I had a lot of fun and learned a bunch along the way. Check it out. So I put some shapes on the screen. And then I dropped a bunch of sand everywhere but this sand is really bouncy and super dense so it knocks everything around. Lots of fun. Wait for it. Yay.