Fling Movement

Change the heading and speed of a Sprite by flinging your fingers.
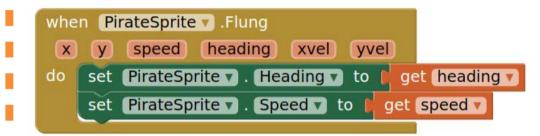

Getting Ready

You will need the following components in your design screen:

* Canvas
* ImageSprite

Blocks Editor

What does it mean?

Flung detects when the user makes a fling motion with the sprite across the screen.

The user sets the heading and speed from the fling to the PirateSprite's **Heading** and **Speed**.

MIT APP INVENTOR