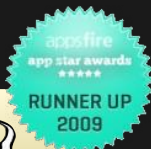


EXTREME

Sheepdog Trials



green custard

Perhaps the only game on the App Store you can play by whistling?

On Sale Now

A unique and thought provoking game for iPhone and iPad.



- For the **iPhone**, with a **HD** version for the **iPad**
- Play using **whistling** or touch / gestures
- **3 themed zones**: traditional, space, round the world
- **Custom graphics** for each level and unique **sound effects**
- **Facebook Connect** and **shared worldwide high scores**
- **Realistic** sheep and flock **behaviour modelling**
- **Appfire** appstar awards **Runner Up**

Application Information

Application: Extreme Sheepdog Trials (www.extremesheepdog.com)
Developer: [Green Custard Ltd](#)
AppStore Link: <http://itunes.apple.com/us/app/extreme-sheepdog-trials/id366633273?mt=8>
Price: \$0.99 / £0.59 (Tier 1)
Feedback: goldie@extremesheepdog.com
Screenshots: [Video](#) and [ZIP file](#) (contains zones [Traditional](#), [Space](#), and [Arctic](#))

Application Details

Levels

Traditional - as the name says, less extreme, but still watch out for rivers, cliffs and collapsing bridges.

Space - lots of dangers and puzzles, lasers, teleports, robots, acid and switches to press.

Round the world - levels from round the world including Arctic, desert, and dangers such as falling trees, snowballs and mummies.

Social

Facebook Connect allows sharing of new personal best scores with friends.

A shared high score table exists for each level and for the game. A player's world rank is shown on the main menu under the high score icon.

Whistling

Learn to control a sheepdog using whistling. A tutorial shows how real sheep dog commands work and then learn to whistle and control the dog using Whistle Training.

Whistle Training has 'tool tips' to help understand what to do.

Stuff for Geeks

Whistling - there are some fairly complex algorithms to detect whistles against background noise, tell when there is too much noise, and detect the phonemes from the frequency graphs.

Sheep Herding - we invented some clever code for herding, running from dangers, and 'flowing' around obstacles. In essence not dissimilar to boids or simple fluid dynamics.

