Create your own Flappy Bird Scratch Game:
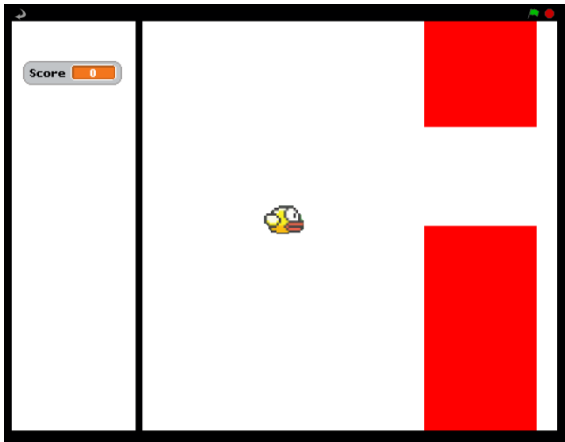
Flappy Bird is a very addictive game and successful because it uses the method KISS – Keep It Short and Simple.

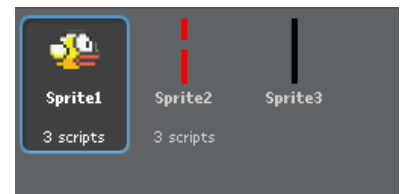**Try to have a go at creating your own Flappy Bird Game using Scratch.**

There are 3 main Sprites to your Flappy Birds game.
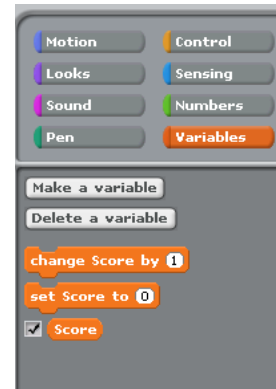
Sprite 1 – The Bird
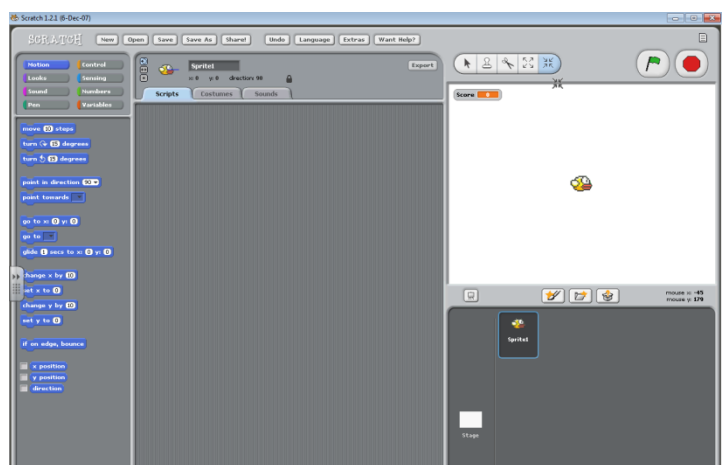
Sprite 2 – The Tube

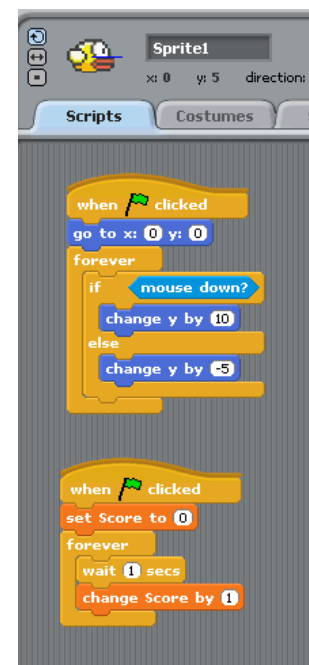Sprite 3 – The end line

There is also a Score variable.

Step 1. Create a Score variable now as you will need to use this later on in the program.

Step 2. Load the Sprite in the common area **Flappy Bird** and **delete** the Scratch Cat. Also make remember to **Shrink** the bird
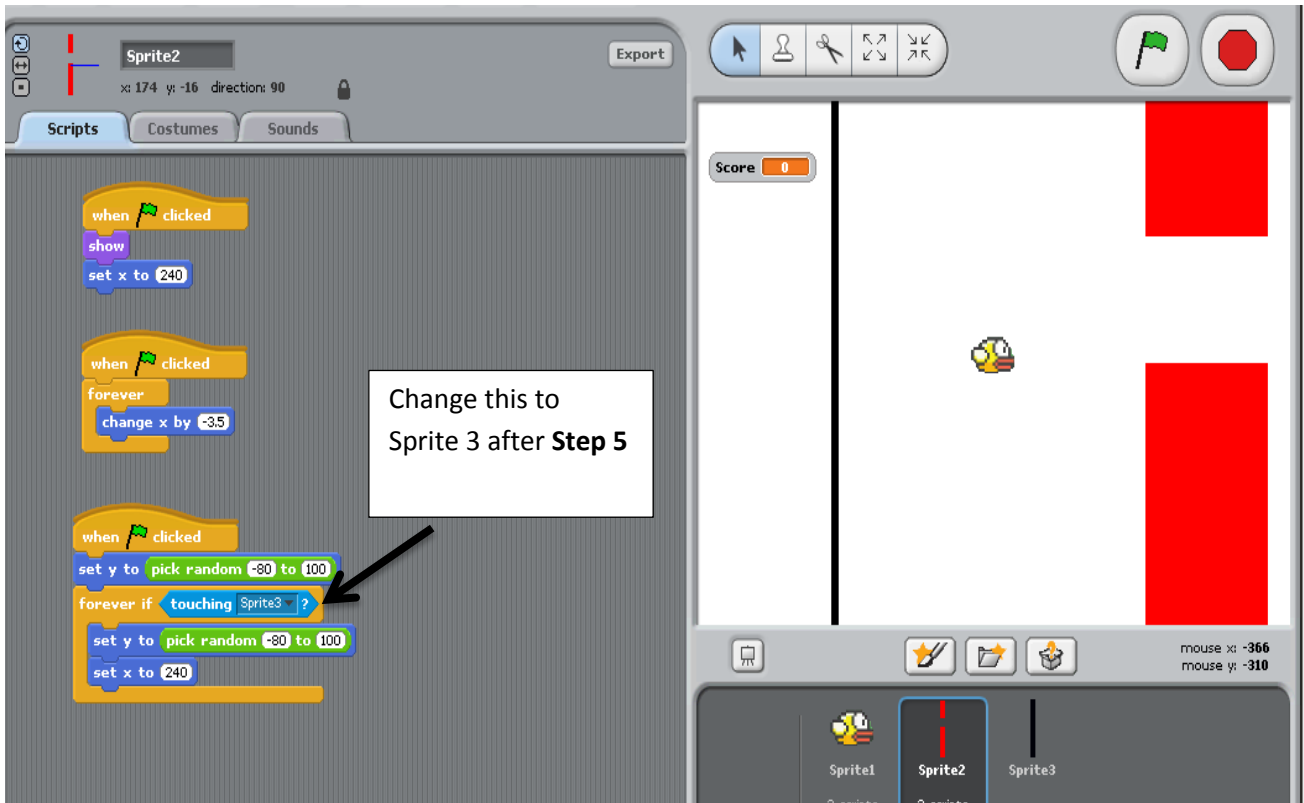
Step 3. For the Bird Spire select the script mode and place the following block into place. (This should allow for your bird to move up and down using the mouse click and set a score to every 1 second you're playing the game).

Questions:

1. What happens when you run the game now?

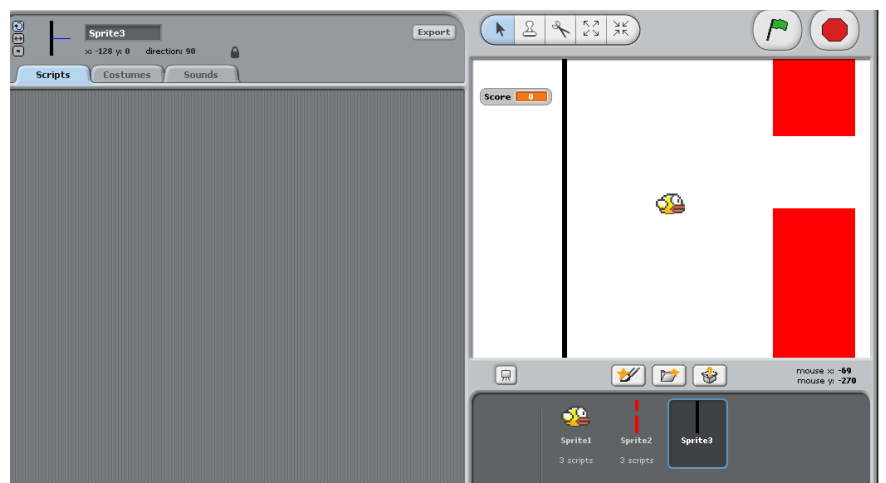2. Why do we use X and Y with numbers?

Step 4. Draw a new sprite using the paint editor feature and create a coloured tube (remember to leave a gap so the bird can try and pass through). When you have created your tube you will need to then select the script tab for sprite 2 and place the following blocks into the script area.

Change this to Sprite 3 after **Step 5**

Questions:
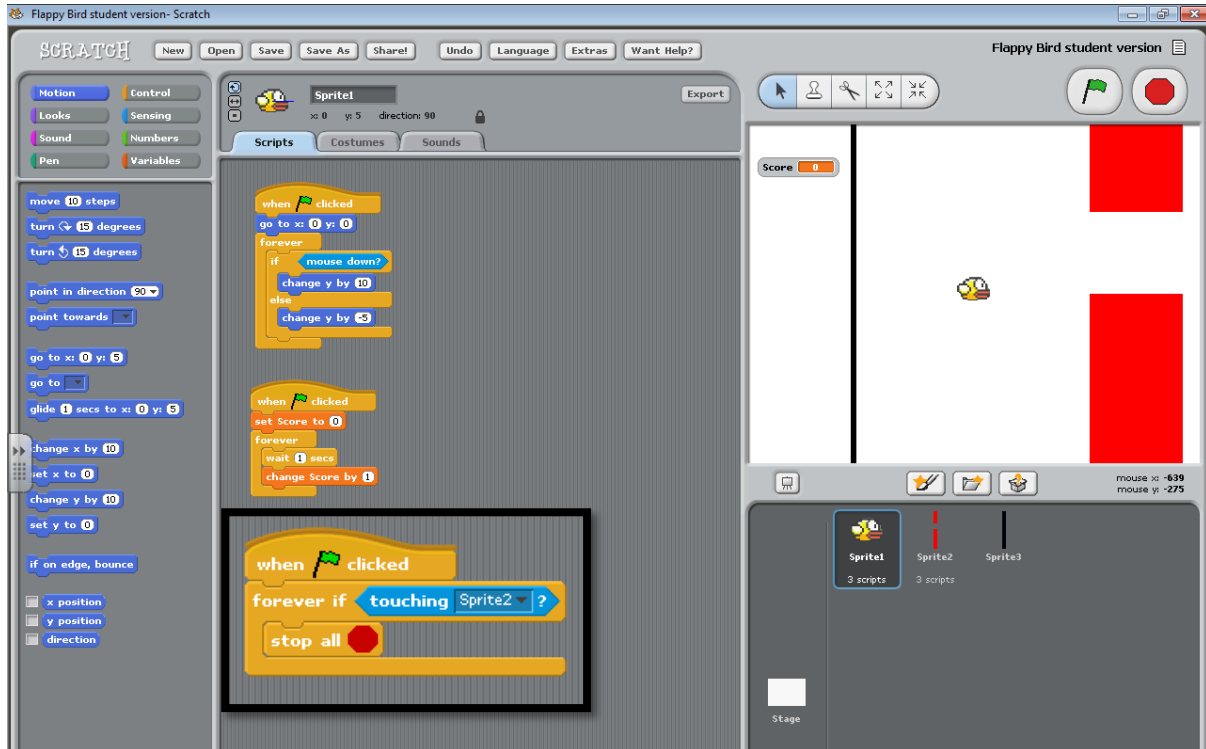What happens now when we run the game?

Step 5. Create a Sprite 3, this should be just a plain line running down your screen (see image). Place Sprite 3 just before your score area and do not add any script to this section.

Questions:
What happens when we run the game now?

Step 6. Click back on your Sprite 1 (Bird) and then add the extra blocks to your script area. (I have enlarged this for you to read)

Enjoy playing your Scratch version of Flappy Bird.

Questions:
What's your highest score?

Extension Task: Can you make any improvements to the game?