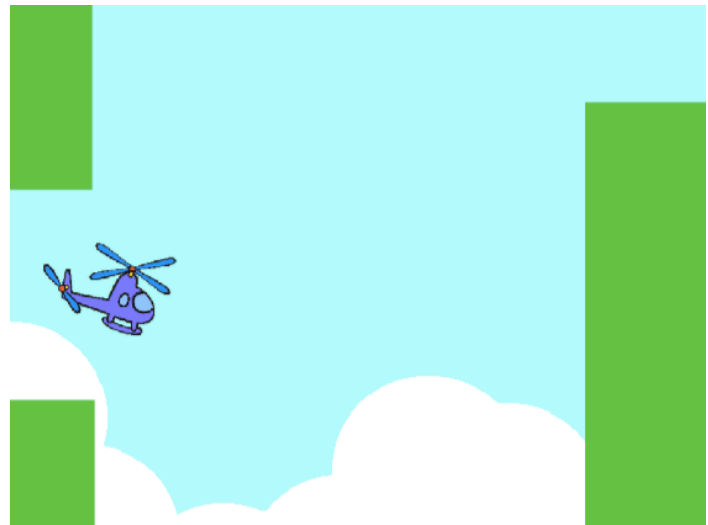


SCROLLING

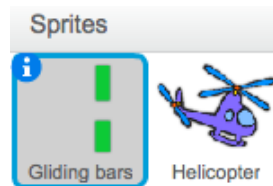
HOW CAN YOU USE SCRATCH TO BUILD AN INTERACTIVE GAME?

In this project, you will create a game. This game includes interactions between sprites, score, and levels. The game is similar to Flappy Bird, where the goal is to keep an object from falling to the ground or touching certain objects.



START HERE

- ❑ Create two sprites: one for the player to control (helicopter) and one to avoid (gliding bars).
- ❑ Make the helicopter interactive.
- ❑ Bring your game to life by adding scripts to make the gliding bars scroll across the stage!



when space key pressed
change y by 20
Controls sprite movement

when green flag clicked
go to x: 0 y: 0
set size to 30 %
wait 2 secs
forever loop
change y by -2
Causes sprite to constantly fall downward

THINGS TO TRY

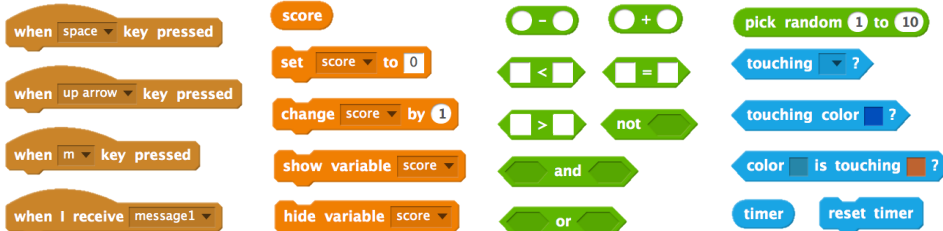
- ❑ How do you add difficulty to your game? Creating different levels, using a timer, or keeping score are a few examples of things you could do.
- ❑ Experiment with changing the look of your game by editing the backdrops!
- ❑ Explore using different key presses to control your sprites!

when green flag clicked
hide
forever loop
wait 5 secs
create clone of myself
This creates clones, which are used in the script below to make the bars scroll across the screen:

when I start as a clone
switch costume to pick random 1 to 3
go to x: 240 y: 0
show
glide 8 secs to x: -240 y: 0
delete this clone

when green flag clicked
forever loop
if touching color ? then
stop all
Specifies when the game ends

BLOCKS TO PLAY WITH



FINISHED?

- + Add your project to the Games Studio: <http://scratch.mit.edu/studios/487504>
- + Swap games with a partner and walk each other through your creations.