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!

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!

BLOCKS TO PLAY WITH

- *when space - key pressed*
- *change y by 20*
- *Controls sprite movement*
- *when clicked*
- *go to x: 0 y: 0*
- *set size to 20%*
- *wait 2 secs*
- *forever*
- *change y by 20*
- *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 1*
- *pick random 1 to 3*
- *go to x: 240 y: 0*
- *show*
- *glide 1 sec to x: 240 y: 0*
- *delete this clone*
- *when space - key pressed*
- *score*
- *set score to 0*
- *change score by 1*
- *not true:*
- *true:*
- *and true:*
- *or true:*
- *pick random 1 to 10*
- *touching <?*
- *touching color < test color?*
- *color < is touching < test color?*
- *timer*
- *reset timer*

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.