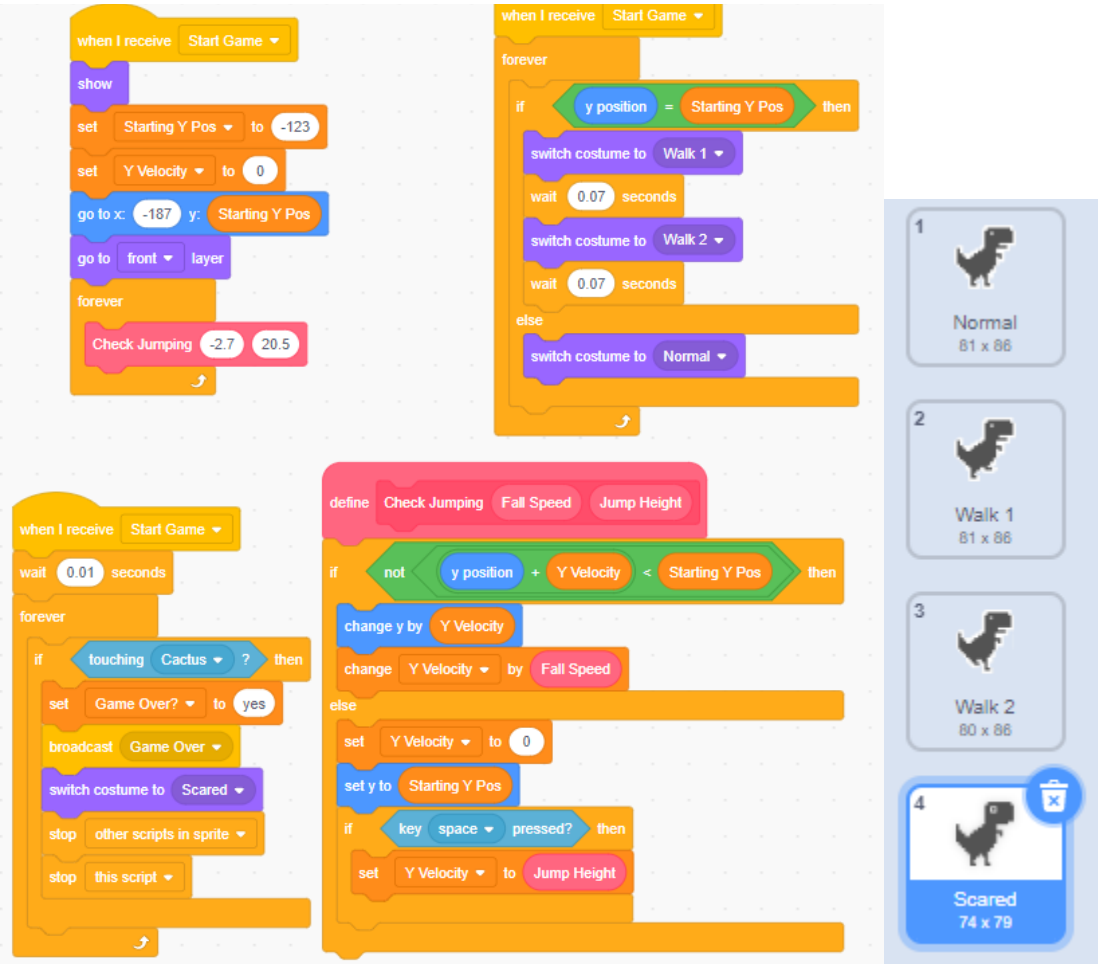
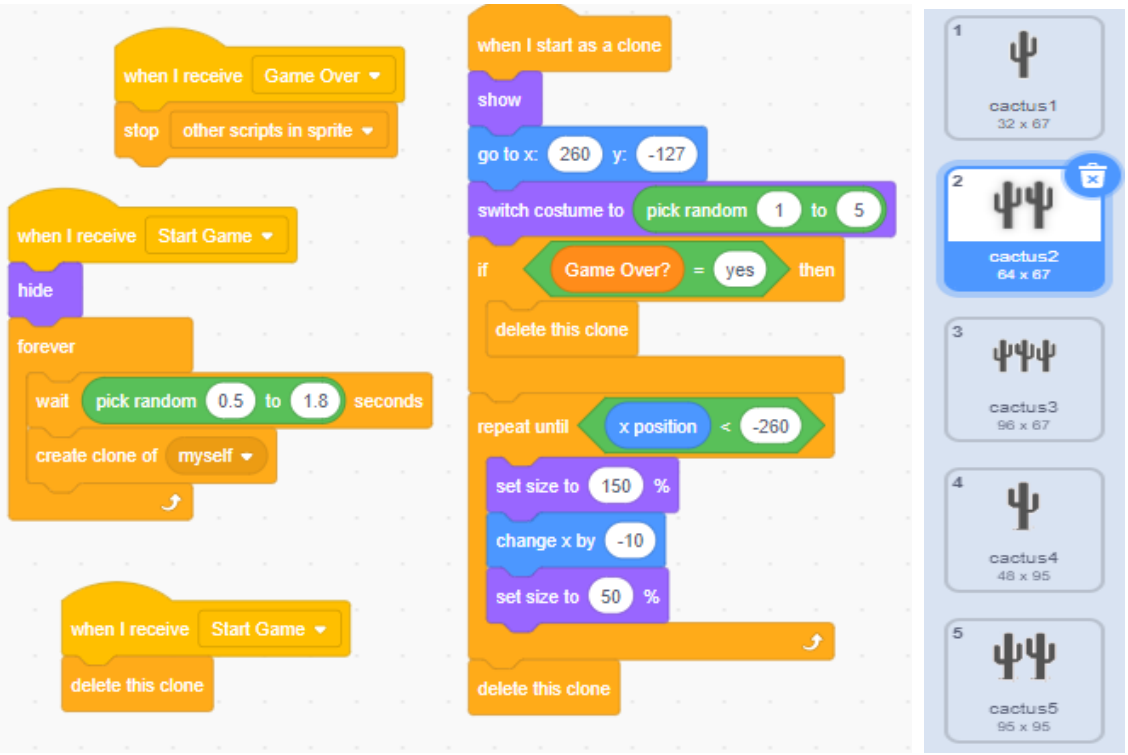
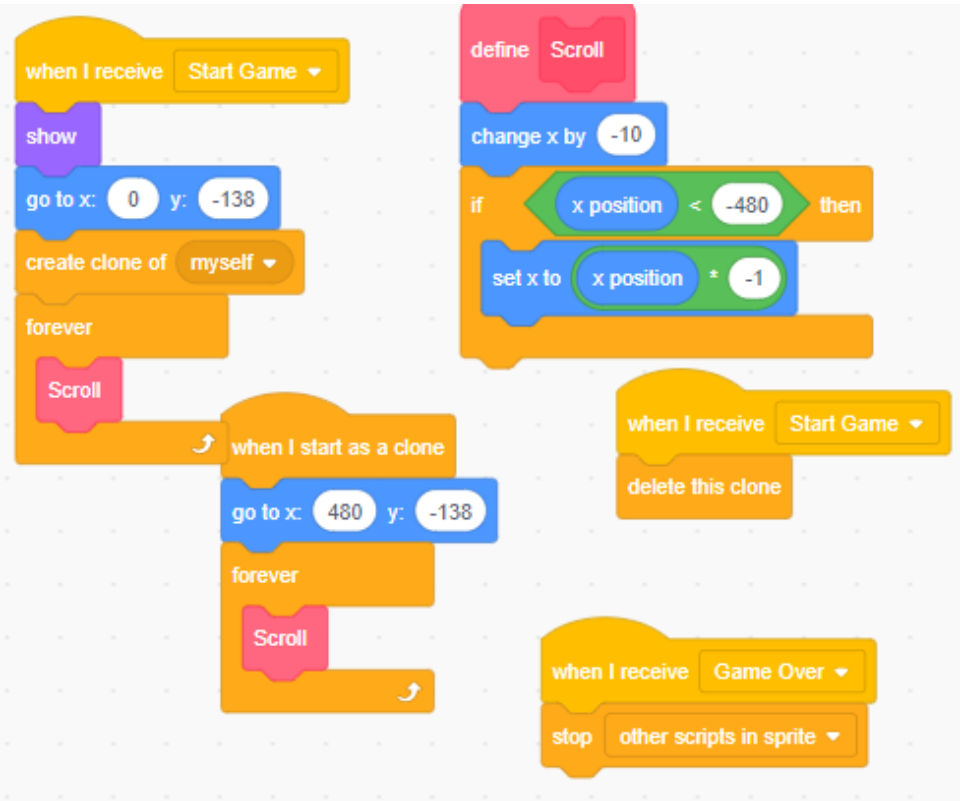
Dinosaur:



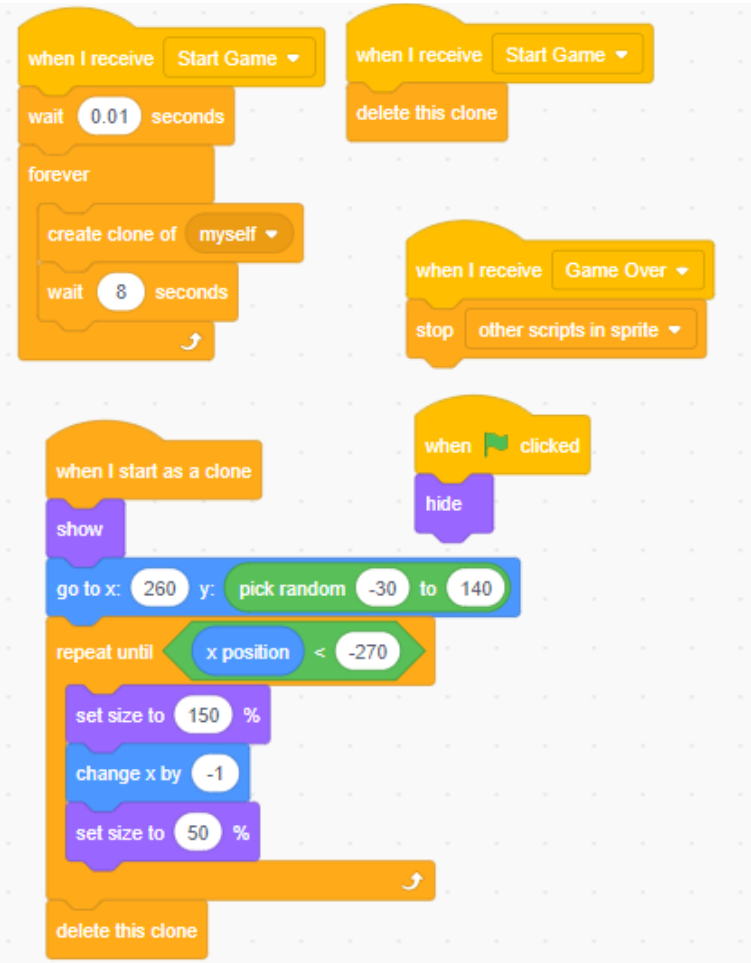
Cactus:


when I receive Game Over
stop other scripts in sprite
when I receive Start Game
hide
forever
wait pick random 0.5 to 1.8 seconds
create clone of myself
when I receive Start Game
delete this clone
when I start as a clone
show
go to x: 260 y: -127
switch costume to pick random 1 to 5
if Game Over? = yes then
delete this clone
repeat until x position < -260
set size to 150 %
change x by -10
set size to 50 %
delete this clone
1
cactus1
32 x 67
2
cactus2
64 x 67
3
cactus3
96 x 67
4
cactus4
48 x 95
5
cactus5
95 x 95

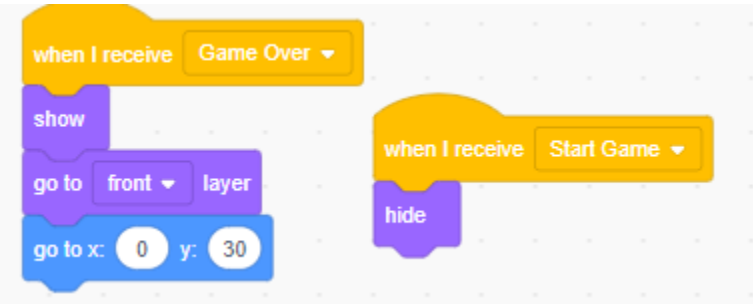
Ground:


when I receive Start Game
show
go to x: 0 y: -138
create clone of myself
forever
Scroll
when I start as a clone
go to x: 480 y: -138
forever
Scroll
define Scroll
change x by -10
if x position < -480 then
set x to x position * -1
when I receive Start Game
delete this clone
when I receive Game Over
stop other scripts in sprite

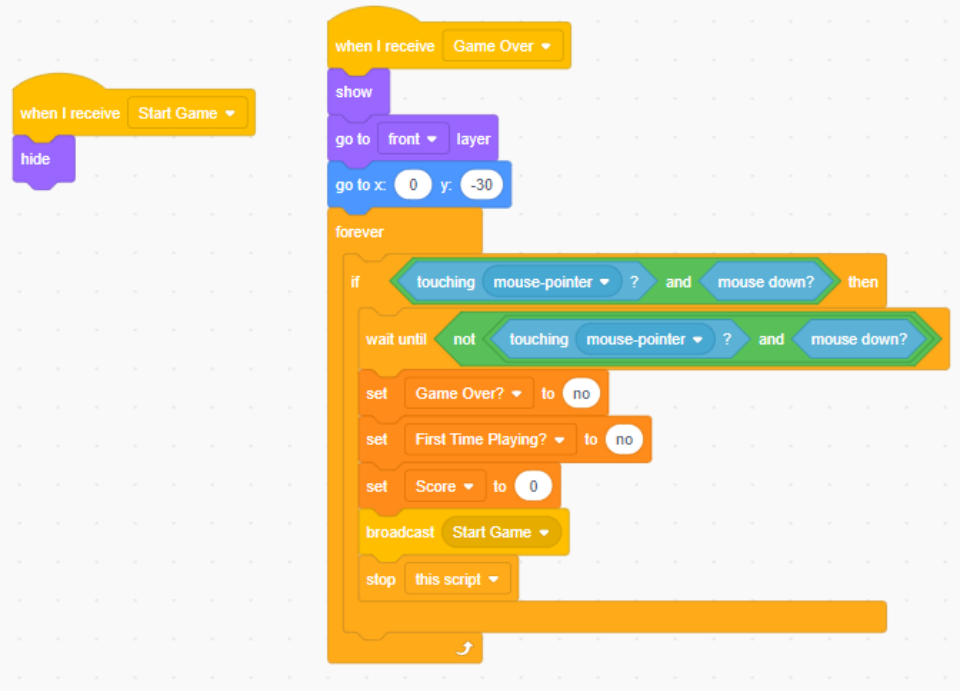
Cloud:



Game over:



Retry button:


when I receive Start Game
hide
when I receive Game Over
show
go to front layer
go to x: 0 y: -30
forever
if touching mouse-pointer ? and mouse down? then
wait until not touching mouse-pointer ? and mouse down?
set Game Over? to no
set First Time Playing? to no
set Score to 0
broadcast Start Game
stop this script