

```

1  package com.dino.game;
2
3  import com.badlogic.gdx.ApplicationAdapter;
4  import com.badlogic.gdx.Gdx;
5  import com.badlogic.gdx.graphics.GL20;
6  import com.badlogic.gdx.graphics.Texture;
7  import com.badlogic.gdx.graphics.g2d.SpriteBatch;
8
9  public class Dino extends ApplicationAdapter {
10     SpriteBatch batch;
11     Texture background, cactus, cactus1, land;
12     Texture[] dinos;
13     int flapState = 0;
14     boolean gameState = false;
15     float gravity = 1.5f;
16     float velocity = 0;
17     float dinoY = 0;
18
19     @Override
20     public void create() {
21         batch = new SpriteBatch();
22         background = new Texture("bg.png");
23         land = new Texture("land.png");
24         cactus = new Texture("cactus.png");
25         cactus1 = new Texture("cactus2.png");
26         dinos = new Texture[2];
27         dinos[0] = new Texture("dino.png");
28         dinos[1] = new Texture("dino2.png");
29         dinoY = Gdx.graphics.getHeight() / 2f - dinos[
30         flapState].getHeight() / 2f;
31     }
32
33     @Override
34     public void render() {
35
36         batch.begin();
37         batch.draw(background, 0, 0, Gdx.graphics.getWidth
38         (), Gdx.graphics.getHeight());
39         batch.draw(land, 0, Gdx.graphics.getHeight() / 2);
40
41         if (Gdx.input.justTouched()) {
42             gameState = true;
43             velocity = -30;

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44         }
45
46         if (gameState) {
47             if (flapState == 0) {
48                 flapState = 1;
49             } else {
50                 flapState = 0;
51             }
52
53             if (dinoY > 0 || velocity < 0) {
54                 velocity = velocity + gravity;
55                 dinoY = dinoY - velocity;
56             }
57
58         }
59         batch.draw(cactus1, Gdx.graphics.getWidth() / 2f ,
60             -Gdx.graphics.getHeight() / 2f);
61         batch.draw(cactus, Gdx.graphics.getWidth() / 2f ,
62             Gdx.graphics.getHeight() / 2f);
63         batch.draw(dinos[flapState], Gdx.graphics.getWidth
64             () / 2f - dinos[flapState].getWidth() / 2f, dinoY);
65         batch.end();
66
67     }
68
69     @Override
70     public void dispose() {
71         batch.dispose();
72         background.dispose();
73     }
74 }
```