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| Flappy\_bird.java |

1 package com.thegame.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 Flappy\_bird extends ApplicationAdapter {  
10 SpriteBatch batch;  
11 Texture background,toptube,bottomtube;  
12 Texture[] birds;  
13 int flapstate,velocity;  
14 int gamestate;  
15 float gravity,birdY,birdX;  
16   
17   
18 @Override  
19 public void create () {  
20 batch= new SpriteBatch();  
21 birds= new Texture[2];  
22 birds[0] = new Texture("bird.png");  
23 birds[1] = new Texture("bird2.png");  
24 background = new Texture("bg.png");  
25 toptube = new Texture("toptube.png");  
26 bottomtube = new Texture("bottomtube.png");  
27 flapstate=0;  
28 gamestate=0;  
29 gravity=1.5f;  
30 velocity=0;  
31 birdX=2000;  
32 birdY=Gdx.graphics.getHeight()/2f-birds[flapstate].getHeight()/2f;   
33   
34 }  
35   
36 @Override  
37 public void render () {  
38 batch.begin();  
39 batch.draw(background, 0, 0,Gdx.graphics.getWidth(),Gdx.graphics.getHeight());  
40 if(Gdx.input.justTouched()){  
41 gamestate=1;  
42 velocity=-30;  
43   
44 }  
45   
46 if(gamestate==1) {  
47 if (flapstate == 0)  
48 {  
49 flapstate = 1;  
50 }  
51 else  
52 {  
53 flapstate = 0;  
54 }  
55 if(birdY>0||velocity<0){  
56 velocity+=gravity;  
57 birdY-=velocity;  
58 }  
59 if(birdX==0){  
60 birdX=2000;  
61 }  
62 else {  
63   
64 birdX=birdX-10;  
65   
66 }  
67 }

batch.draw(toptube,birdX,Gdx.graphics.getHeight()\*3/4f);  
68 batch.draw(bottomtube,birdX,-Gdx.graphics.getHeight()\*1/4);  
69 batch.draw(birds[flapstate],Gdx.graphics.getWidth()/2f-birds[flapstate].getWidth()/2f,birdY);  
70 batch.end();  
71 }  
72   
73 @Override  
74 public void dispose () {  
75 batch.dispose();  
76   
77 }  
78 }  
79