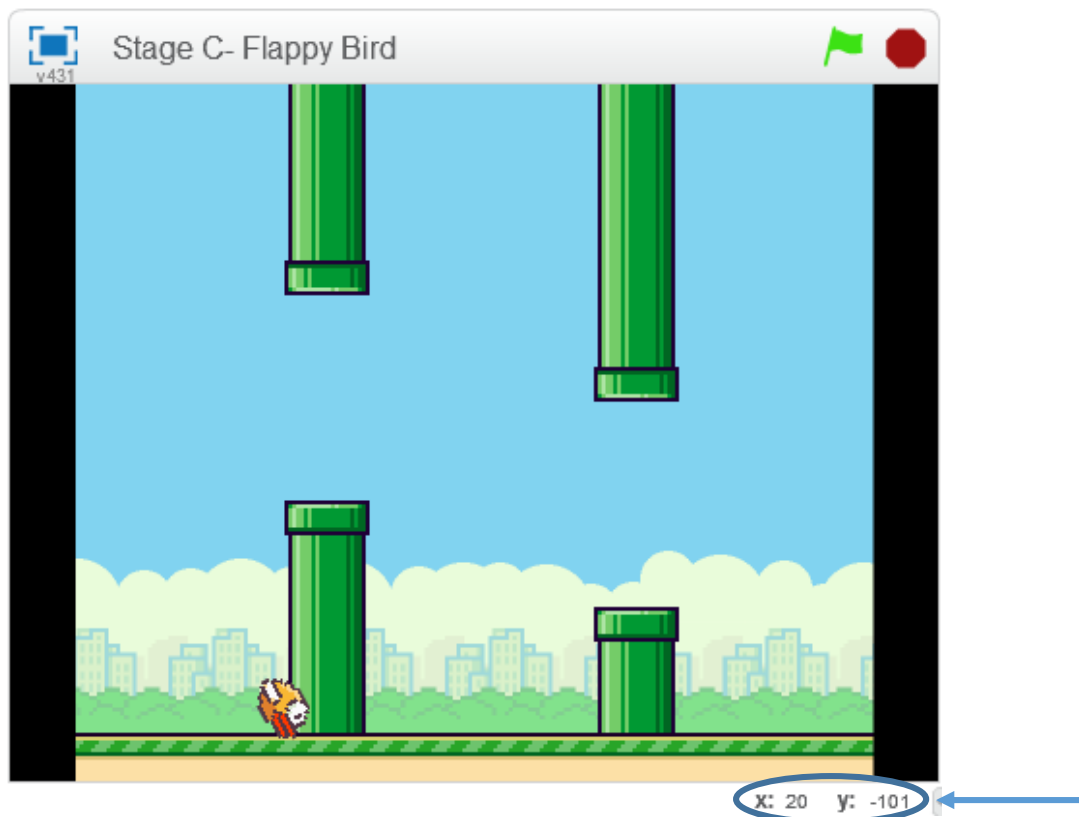


Criterion C: Development

Techniques Used

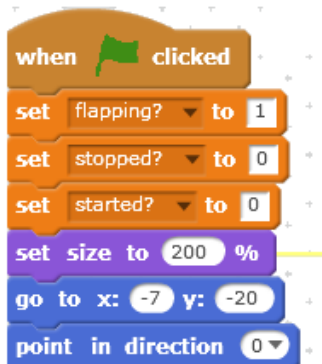
Grids

The product is sitting on top of a grid that has both an x-axis and y-axis.



As you can see here, there is an actual indicator of your location on the grid.

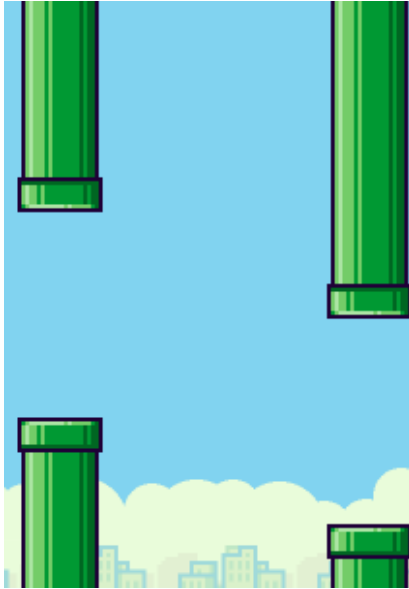
I use the grid to my advantage to my script. (Make Multiple References Here) For example, I use the grid to set up the bird's position in the very beginning of the game, which can be found in Appendix 1a.



As you can see in the image above, the second line indicates that the sprite must go to a specific position in the grid.

Moreover, the same can be found with the pipe script where the script commands the pipe to change its y-axis position randomly after creating each clone of itself. Also, right below that line the x-axis of the sprite is changed to create a flowing movement with the multiple pipes and a distance between the pipes.





Here is an example of a cloned pipe with a changed y-axis position and the distance between the two pipes was decided by the x-axis.