Appendix 1 - Scripts

1. Bird Sprite Scripts

a)

```
when 🖊 clicked
set flapping? v to 1
set stopped? ▼ to 0
set started? ▼ to 0
set size to 200 %
                                   increases size of sprite
go to x: -7 y: -20
point in direction 0
repeat until ∢
              started?
                                   This loop allows the bird
  repeat 5
                                   sprite to move up and
                                   down the invisible grid.
    change y by 2
     wait 0.05 secs
  wait 0.05 secs
  repeat 5
    change y by -2
    wait 0.05 secs
  wait 0.05 secs
```

b)

```
when clicked

forever

if mouse down? then

Essentially, this plays a sound every time the mouse button is clicked

wait until not mouse down?
```

```
change score ▼ by 1
if score > 0 then
  play sound point *
show
go to x: 240 y: pick random -70 to 100
repeat 40
                                           Sets up the sprites
                                           postion on the grid
  change x by -4
  if started? = 0 then
    stamp
    delete this clone
        +
  started? = 1 then
  create clone of myself ▼
repeat 80
  change x by -4
                                           this creates
  if started? = 0 then
                                           movement for the
                                           pipe
    stamp
    delete this clone
        delete this clone
                                                          Q =
```

d) touching Sprite1 ? or touching Sprite4 ? Sprite1 is the set started? ▼ to 0 ground and set stopped? ▼ to 1 Sprite4 is the pipe. If the bird set flapping? ▼ to 0 sprite touches broadcast hit ▼ either of the two sprites, then it will stop touching Sprite1 ▼ ? then the game and broadcast stop ▼ register a hit. stop this script ▼

this is what sets

the high score.

when I receive stop

if score > \angle Score1 \) then

set △ Score1 ▼ to score

next costume

4

f)

when clicked

forever

if not touching Sprite1 * ? then

wait 0.07 secs

```
when clicked

forever

if mouse down? then

if started? = 1 then

set yvel v to 12

play sound flap v

wait until not mouse down?
```