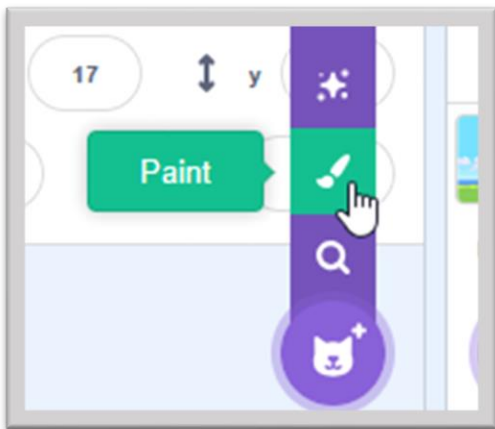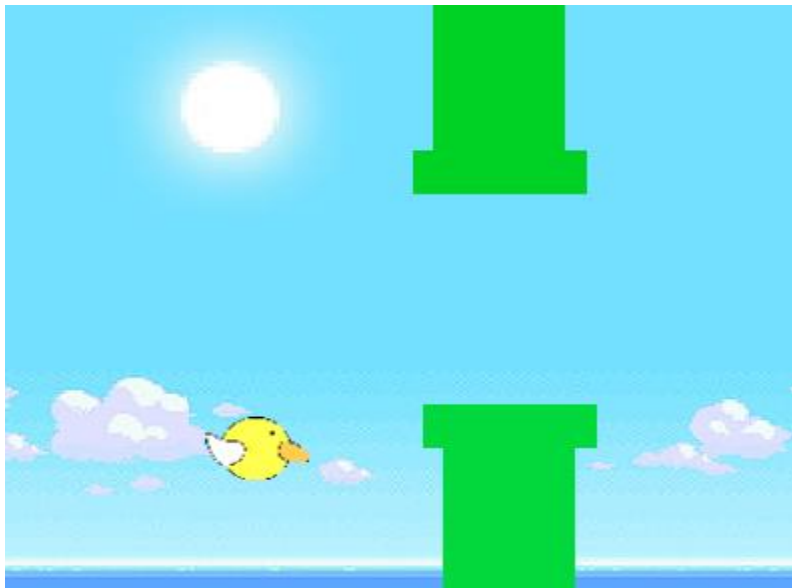# G-5 Game Coding Flappy Bird
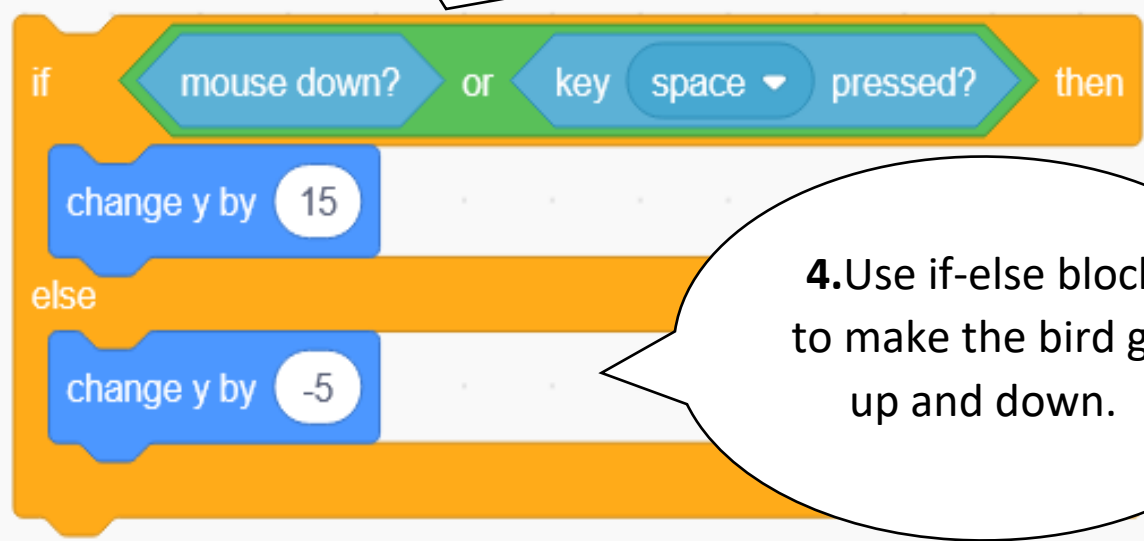

1.Make two sprites flappy bird and green columns using paint feature.

Code for bird:


```
when 🚩 clicked
set size to 25 %
go to x: -100 y: 10
```
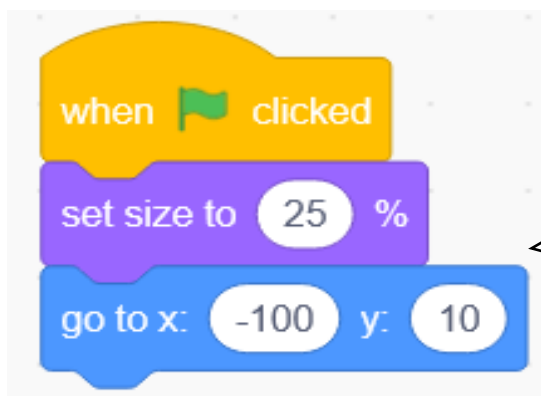
2.Adjust the size and position of the bird on stage.

```
if      < mouse down?  or  key ( space ▼ ) pressed? >  then
    change y by  15
else
    change y by  -5
```

Task:1 accomplished → bird is going up on clicking else down

```
when 🏳 clicked
set size to  25  %
go to x:  -100  y:  10
forever
    if      < mouse down?  or  key ( space ▼ ) pressed? >  then
        change y by  15
    else
        change y by  -5
```
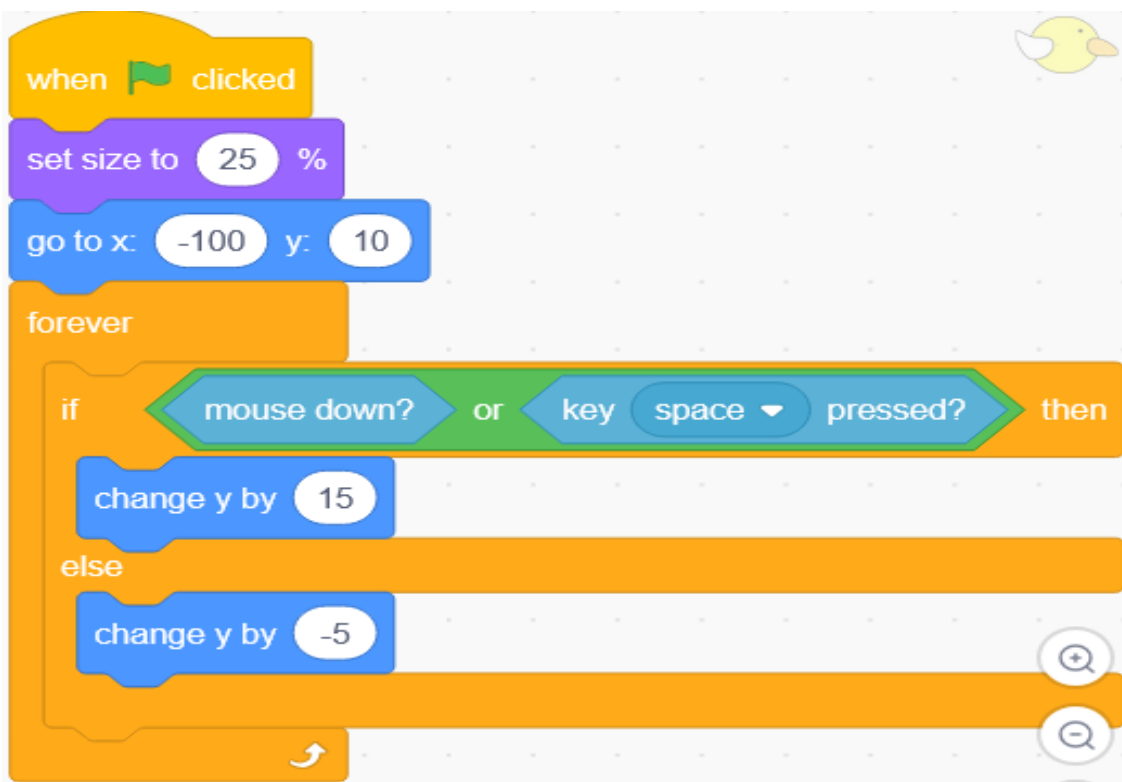
Code for the columns

We want the columns to glide from right side of the stage to the left side and different vertical positioning of the columns each time it appears on the screen.
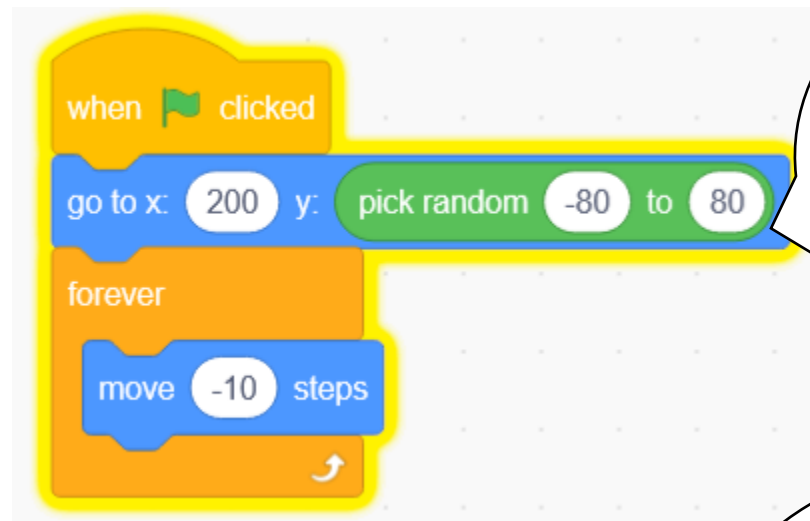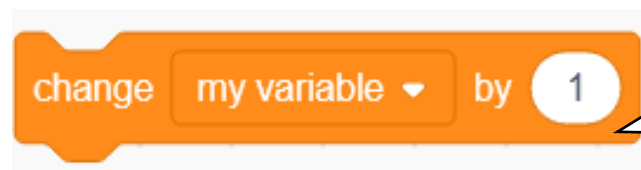

5. Use pick random block to change columns' position each time they appear on screen.

Repeated appearance of columns:

6. Bring the column back to left when it reaches to the right most side of the screen

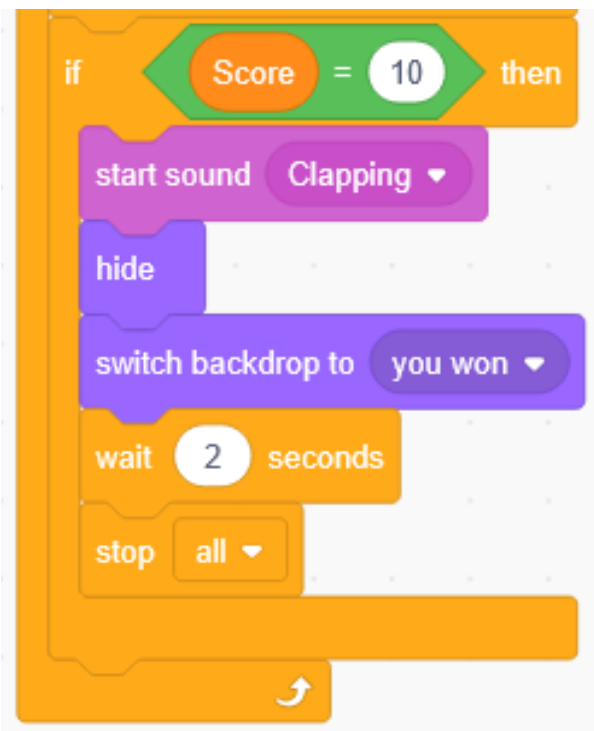**Add score:**

7. Make a new variable and name it "score".

Code for multiple levels:

```
when [green flag] clicked
set Level to 1
forever
    if < Score > 3 > and < Score < 7 > then
        switch backdrop to Space City 1
        set Level to 2
        play sound Magic Spell until done
        wait 1 seconds
        stop all sounds
```
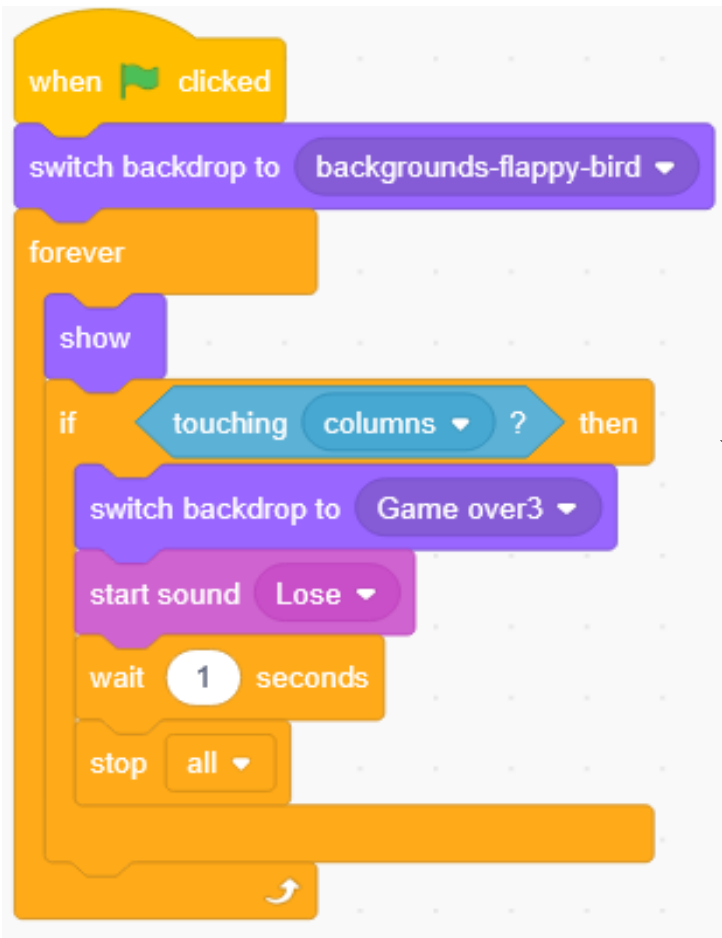
8. Use **and operator** to define the score limit for level 1

9. Use switch backdrop block for next level

Code for ending the game:

```
if < Score = 10 > then
    start sound Clapping
    hide
    switch backdrop to you won
    wait 2 seconds
    stop all
```

Code for Game Over Background:


```
when [flag] clicked
switch backdrop to (backgrounds-flappy-bird ▾)
forever
    show
    if < touching (columns ▾) ? > then
        switch backdrop to (Game over3 ▾)
        start sound (Lose ▾)
        wait (1) seconds
        stop (all ▾)
```

1. Add this block to ensure the display of initial backdrop.

1. Switch backdrop to game over when bird touches the column.