

## Part 4: Unity Flappy Bird Tutorial

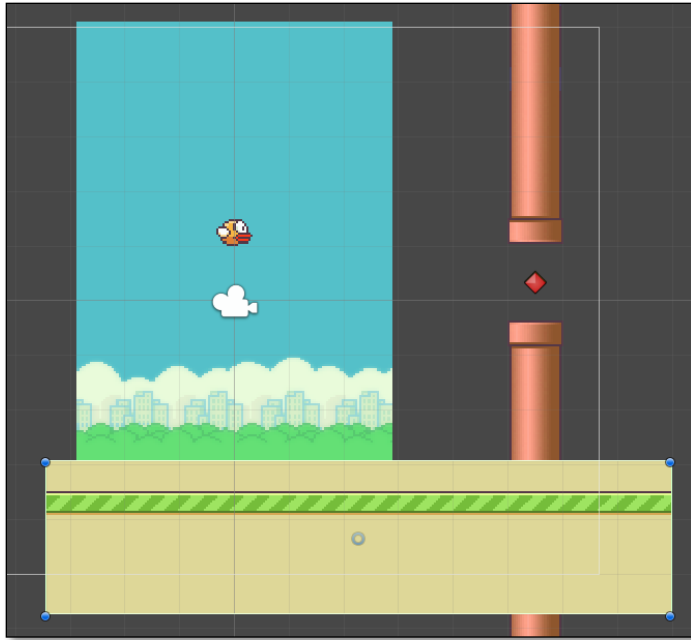
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### Scrolling Platform

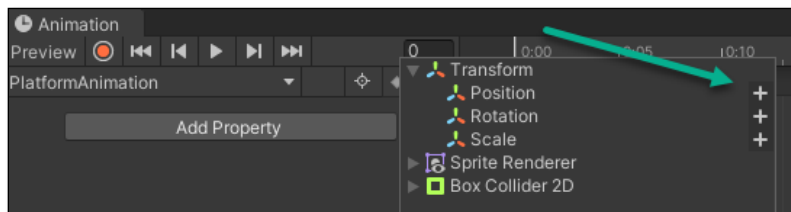
We're almost done! If you look closely, you will see that our platform is not scrolling horizontally along with our pipes. Let's change that.

1. Select the **Platform** Game Object and the **Animations** folder.
2. Go to the **Window menu** → **Animation** → **Animation**
3. In the **Animation** window → Click **Create**
4. This will open the **Create New Animation** file dialog box.
5. Name the Animation: **PlatformAnimation**
6. Be sure you are in the **Animations** folder before saving the animation.
7. Click **Save**.
8. Use the rectangle tool to increase the horizontal scale of the platform as shown. The exact size doesn't matter, we will be animating it.



9. With your platform game object selected, Click the **Add Property** button in the Animation window.

10. Select **Transform** → Click the **+** to the right of **Position**



11. There are 2 keyframes already created.

12. Drag your mouse around the 2<sup>nd</sup> key and delete it.

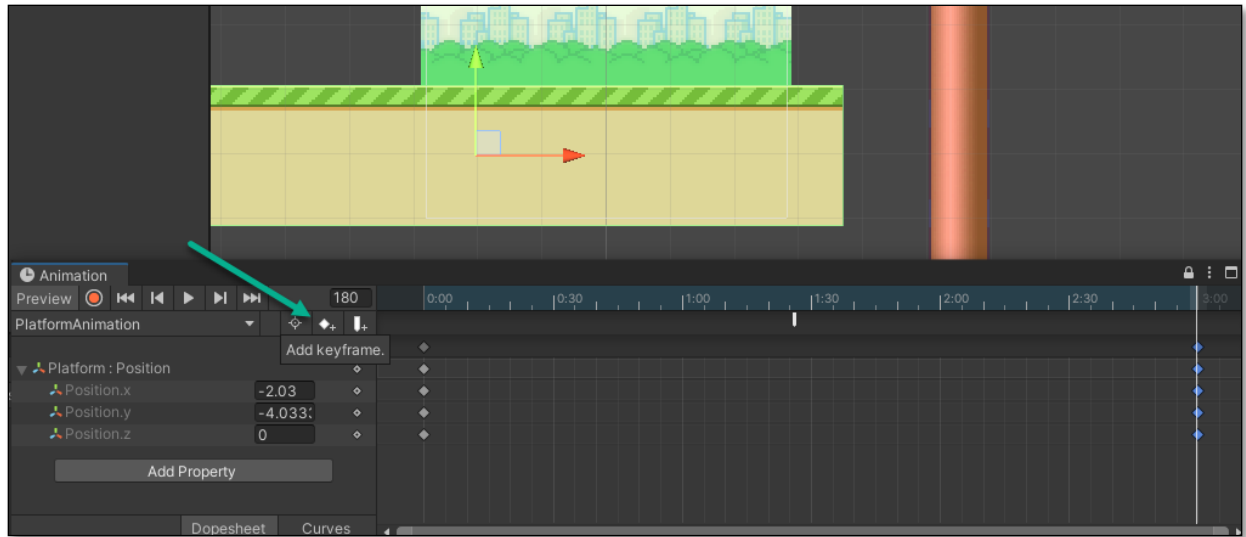
13. Zoom out with your mouse wheel until you can see 3:00 seconds.

14. Click on the Playback timeline on 3:00 seconds.

15. Use the Movement tool to drag your platform to the left as shown.

16. Click the **Add Keyframe** button as shown below. You will get a new Keyframe.

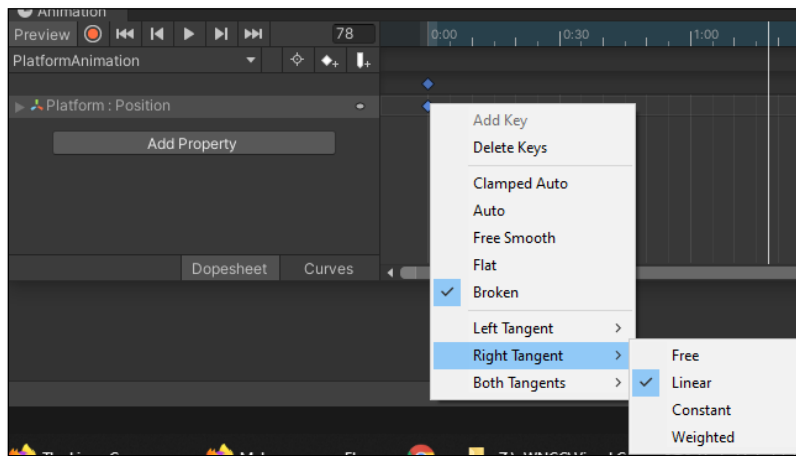
17. Click the **Play** button in the **Animation** window to see the animation. The platform should scroll from the right to the left.



18. To smooth out the animation, let's set the keyframes to **Linear** as shown below.

19. Select the first **keyframe** → Right-click → **Right Tangent** → **Linear**

20. Do the same to the 2<sup>nd</sup> keyframe.



## Assignment Submission

A Unity project is at least 200 MB. That is too big to be submitted.

Please attach a screenshot of your project to the assignment in Blackboard.