

Project 2: Coding Flappy Bird Game (With Source Code) | Python Tutorials For Absolute Beginners #122

In this tutorial, we are going to create a “**Flappy Bird Game**”. This video is going to be very practical and will help you in learning new concepts. So, do not skip this video because if you do so, you are gonna miss a very interesting part of this python series.

Prerequisite:-

The prerequisite of this project is the basic knowledge of python.

For this project, we are going to use the Virtual Studio Code IDE and the pygame module. Pygame is a library that is used in creating games in Python. It has four important things.

- Game Loop
- Events
- Sprites
- Sound

All of these four topics will be discussed in this tutorial.

When you complete this project, you will be able to create more games with more interesting features and concepts. After completing this project, you will be able to create its executable file which you can share with your friends or even use in interviews for showing your python skills.

This video is a part of python series. If you have not watched my python tutorial for absolute beginners, then what are you waiting for. Click on the link below and start learning!

[Python Tutorials For Absolute Beginners In Hindi](#)

If you have ever tried a programming challenge, then you know they are fun. A great way to improve your coding skills is by solving coding challenges. Solving different types of challenges and puzzles can help you become a better problem solver. So, keep yourself motivated and stay up to date with [codewithharry](#).

Full Source Code with all the Images and Sounds is here: [Click Here To Download](#)

Code as described/written in the video

☐ 1. Python Tutorials Teaser

Free YouTube Video

☐ 2. What Is Programming and Why Python?

Free YouTube Video

☐ 3. Downloading Python and Pycharm Installation

Free YouTube Video

☐ 4. Using Modules & Pip In Python

Free YouTube Video

☐ 5. Writing Our First Python Program

Free YouTube Video

☐ 6. Using Python As A Calculator

Free YouTube Video

☐ 7. Comments, Escape Sequences & Print Statement

Free YouTube Video

☐ 8. Variables, Datatypes and Typecasting

Free YouTube Video

☐ 9. String Slicing And Other Functions In Python

Free YouTube Video

☐ 10. Python Lists And List

```

import random # For generating random numbers
import sys # We will use sys.exit to exit the program
import pygame
from pygame.locals import * # Basic pygame imports

# Global Variables for the game
FPS = 32
SCREENWIDTH = 289
SCREENHEIGHT = 511
SCREEN = pygame.display.set_mode((SCREENWIDTH, SCREENHEIGHT))
GROUNDY = SCREENHEIGHT * 0.8
GAME_SPRITES = {}
GAME_SOUNDS = {}
PLAYER = 'gallery/sprites/bird.png'
BACKGROUND = 'gallery/sprites/background.png'
PIPE = 'gallery/sprites/pipe.png'

def welcomeScreen():
    """
    Shows welcome images on the screen
    """

    playerx = int(SCREENWIDTH/5)
    playery = int((SCREENHEIGHT - GAME_SPRITES['player'].get_height())/2)
    messagex = int(SCREENWIDTH/5)
    messagey = int(SCREENHEIGHT/4)

```

[< Previous](#)
[Next >](#)