

Flappy Stuff Day 1

1. Create new project > game template > iphone > SpriteKit > lock portrait orientation
2. Test it out / look at your code
3. Move zip file from canvas into your assets folder
4. Remove code from the 3 functions of your game scene class file
5. Create a SKSpriteNode var

```
class GameScene: SKScene
{
    var plane: SKSpriteNode!
```

6. Add the following function

```
func createplane() //function to animate sprite
{
    let planeTexture = SKTexture(imageNamed: "player-1")
    plane = SKSpriteNode(texture: planeTexture) //sets image to node
    plane.zPosition = 10
    plane.position = CGPoint(x: frame.width / 6, y: frame.height * 0.75)

    addChild(plane)
```

7. Go to GameViewController and change line 27 to

```
/* Set the scale mode to scale to fit the window */
scene.scaleMode = .ResizeFill
```

8. Add animation to the createplane() func.

```
let frame2 = SKTexture(imageNamed: "player-2")
let frame3 = SKTexture(imageNamed: "player-3")
let animation = SKAction.animateWithTextures([planeTexture, frame2, frame3, frame2],
    timePerFrame: 0.01)
let runForever = SKAction.repeatActionForever(animation)

plane.runAction(runForever)
```

9. Call function in didMoveToView()
10. Add the following function

```

func createBackground()
{
    let topBackground = SKSpriteNode(color: UIColor(hue: 0.55, saturation: 0.14,
        brightness: 0.97, alpha: 1), size: CGSize(width: frame.width, height: frame.
        height * 0.67)) //creates top background
    topBackground.anchorPoint = CGPoint(x: 0.5, y: 1) //sets anchor

    let bottomBackground = SKSpriteNode(color: UIColor(hue: 0.55, saturation: 0.16,
        brightness: 0.93, alpha: 1), size: CGSize(width: frame.width, height: frame.
        height * 0.33)) //creates bottom back ground
    topBackground.anchorPoint = CGPoint(x: 0.5, y: 1)

    topBackground.position = CGPoint(x: frame.midX, y: frame.height) //location in view
    bottomBackground.position = CGPoint(x: frame.midX, y:
        bottomBackground.frame.height / 2)

    addChild(topBackground) //adds view
    addChild(bottomBackground)

    bottomBackground.zPosition = -40
    topBackground.zPosition = -40
}

```

11. Call function in didMoveToView()