FlappyBird Lesson 3

* Add Pipes to world every 100 execution cycles and move them off screen to left.
* Add world act method
  + Add counter global variable – print variable in terminal window
  + Print counter only every 100 steps set counter back to zero in loop
* Create Pipe class
  + Add an act method to move pipes
    - setLocation(getX() + PIPE\_SPEED, getY());
    - int final PIPE\_SPEED = -4
  + Create BottomPipe class as a subclass of Pipe
  + Create TopPipe class as a subclass of Pipe
* Modify act method so pipes are created every 100 steps.
  + Do BottomPipe
  + Leave TopPipe as exercise. SPACE\_BETWEEN\_PIPES variable = 275

public void act()

{

counter++;

if(counter == 100)

{

BottomPipe bottomPipe = new BottomPipe();

GreenfootImage image = bottomPipe.getImage();

int height = Greenfoot.getRandomNumber(150) + 20;

addObject(bottomPipe, getWidth(), getHeight()/2 + image.getHeight() - height);

TopPipe topPipe = new TopPipe();

image = topPipe.getImage();

addObject(topPipe, getWidth(), getHeight()/2 + image.getHeight()/2 - height -   
 SPACE\_BETWEEN\_PIPES);

counter = 0;

}

}