FlappyBird Lesson 5

* Animate FlappyBird
* Create variables

GreenfootImage image1 = null;

GreenfootImage image2 = null;

GreenfootImage image3 = null;

GreenfootImage image4 = null;

int frame = 1;

int animationCounter = 0;

final int ANIMATION\_SPEED = 1;

* Create Flappy constructor

public Flappy()

{

image1 = new GreenfootImage("flappybird1.png");

image2 = new GreenfootImage("flappybird2.png");

image3 = new GreenfootImage("flappybird3.png");

image4 = image2;

}

* Create AnimateFlappy Method

public void animateFlappy()

{

animationCounter++;

if(animationCounter % ANIMATION\_SPEED == 0)

{

if(frame == 1)

{

setImage(image1);

frame = 2;

}

else if(frame == 2)

{

setImage(image2);

frame = 3;

}

else if(frame == 3)

{

setImage(image3);

frame = 4;

}

else if(frame == 4)

{

setImage(image4);

frame = 1;

}

}

}

* Call AnimateFlappy when user presses “up” key.