FlappyBird Lesson 7

* Add Paralllax – background images moving at different speeds.
* Create Ground actor with no image.
* Add Constructor
  + Add code to include ground image from file
  + Since image does not cover entire background (695 vs 616) add code to create image double the size (1232).
  + Set this new Image as the Ground image

public Ground()

{

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

image2 = new GreenfootImage(image1.getWidth() \* 2, image1.getHeight());

image2.drawImage(image1, 0, 0);

image2.drawImage(image1, image1.getWidth(), 0);

setImage(image2);

}

* Add variables

GreenfootImage image1 = null;

GreenfootImage image2 = null;

public final int GROUND\_SPEED = -3;

* Add Act method
  + getX() is location of image center (616)

public void act()

{

int half = getImage().getWidth()/2; // half the width = 616

if(getX() > half - (half - (getWorld().getWidth() - half)))

{

setLocation(getX() + GROUND\_SPEED, getY());

}

else

setLocation(getWorld().getWidth()/2, getY());

}

Alternative act method

public void act()

{

if(getX() > 300)

{

setLocation(getX() + GROUND\_SPEED, getY());

}

else

setLocation(getWorld().getWidth()/2, getY());

}