Flappy Bird!

Today you are going to create your own version of Flappy Bird. You will be given points for how well your game approximates my version of the game.

In total, your game will consist of two sprites: a “flappy bird” sprite and a “pipes” sprite.

In the process you will be using variables, functions, change x by, change y by, and the pick random blocks to complete the project.

Assignment:

Setup

□ Copy my flappy bird “skeleton” into your scratch account

Flappy Bird Sprite

□ Create a function the defines what to do when the bird is flapping

□ Create a function the defines what to do when the bird is gliding

□ Create a program with a single “green flag clicked” start

□ Make the program properly implement a game loop that uses the functions you created

Pipes Sprite

□ Create a function the defines what to do when the pipes should be reset

□ Create a program with a single “green flag clicked” start

□ Make the program properly implement a game loop that uses the functions you created

Bonus:

□ Add a score variable that tracks the number of pipes you’ve successfully dodged

□ Add the concept of lives

□ Add an explosion animation if the bird runs into a pipe

□ Create a “start screen” and an “end screen”

□ Add a new sprite that is basically a “score boost” that the flappy bird can capture

□ Add multiple pipe sprites that are varying distances between each other

□ Have the glide/flap functions properly use acceleration and gravity