



Junior

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cience

# Flappy Bat Game

**Program Aim** Avoid the scrolling background for as long as you can

## What do I need?

Bat or other flying sprites with a change of costume so they can be animated to look like they are flying

The code block starts with a 'when green flag clicked' event. It enters a 'forever' loop containing three conditional blocks:
 

- 'change y by -1': Gravity pulling bat down
- 'if key space pressed?': Space key jumping bat up, followed by 'change y by 10'
- 'if touching color grey?': If hits grey columns ends the game, followed by 'stop all'

 The 'forever' loop arrow indicates it checks over and over again.

The 'New costume' editor shows two costumes:
 

- Costume 1: 'bat1-a', 172x244 pixels, 7 KB. It shows a bat with wings spread.
- Costume 2: 'bat1-b', 172x244 pixels, 7 KB. It shows a bat with wings tucked.

 Buttons for 'Paint', 'Import', 'Camera', 'Edit', and 'Copy' are visible.

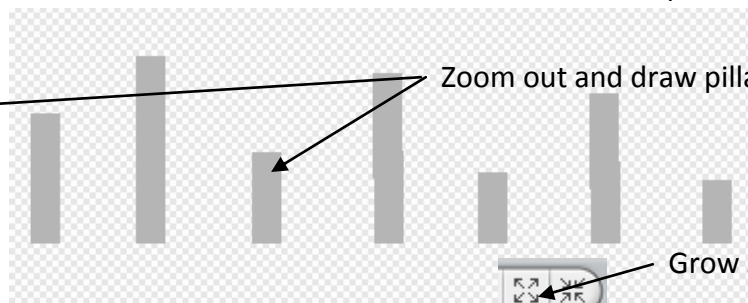
## Bat Code

The code block starts with a 'when green flag clicked' event. It enters a 'forever' loop with:
 

- 'go to x: 533 y: -136'
- 'repeat 900' loop containing 'change x by -1'

 The 'bottom' sprite is used for this background.

Click to create new sprite **not** draw a background!



Zoom out and draw pillars across drawing area

Close sprite editor

Grow sprite to maximum size

Drag far left column to bottom right of screen

Double click on scrolling pillars to get x and y place

Then create code similar to that on left

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 The 'bottom' sprite is used for this background.

You may need to adapt the number of loops and the amount x changes depending on game you make

