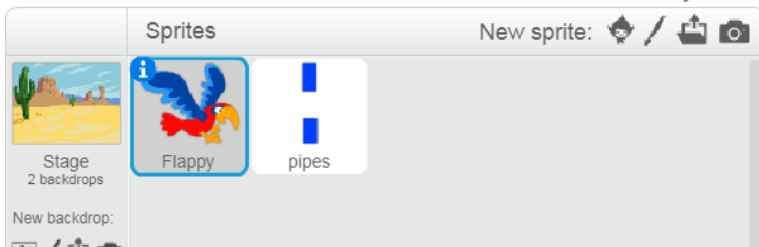


Flappy Parrot

Draw the sprite for the pipes

Hint – shrink the parrot



Scripts | Costumes | Sounds

Motion

- move 10 steps
- turn 15 degrees
- turn 15 degrees
- point in direction 90
- point towards mouse-pointer
- go to x: -50 y: 123
- go to mouse-pointer
- glide 1 secs to x: -50 y: 123
- change x by 10
- set x to 0
- change y by 10
- set y to 0

Events

- when green flag clicked

Control

- forever

Sensing

- touching edge?
- touching pipes?

Operators

- change Flaps by 1
- change Flaps by -1
- change Flaps by 6
- change Flaps by 6

More Blocks

when green flag clicked

- go to x: -50 y: 0
- forever
 - change y by -3

when space key pressed

- change Flaps by 1

when green flag clicked

- wait 1 secs
- wait until touching edge? or touching pipes?
- play sound screech
- say Game Over
- stop other scripts in sprite
- broadcast Game Over

when green flag clicked

- set Flaps to 0
- switch costume to Wings Up
- forever
 - repeat until Flaps = 0
 - change Flaps by -1
 - switch costume to Wings Down
 - repeat 10
 - change y by 6
 - switch costume to Wings Up
 - repeat 10
 - change y by 6

