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Flappy bird scratch tutorial

Confirm the e-mail messages to enable sharing. Having trouble? x You are experiencing a disruption of e-mail delivery. If you do not receive emails from us, please try after 08:00 EST. x Based on the Georgia Tech Scratch Flappy Bird tutorial at: game Georgia Tech at: First go to scratch.mit.edu site, and click Create to create a new project.2) add the Flappy Bird costume, first click on the Costumes tab3) Right click on the Flappy Bird image below and download the image.4) Click the upload folder icon on the costumes page. this is a file folder with an arrow up, this camera and brush icon.5) Select the flappybird image that you just downloaded and then select open.6) After the Flappy Bird image appears scratch, delete the two Scratch Cat costumes by clicking on the x that appears after you click scratch cat costumes.7) Right click on each Pipe image below and download the pictures. Keep track of where you downloaded the pictures. 8) To create a new Sprite for pipes, click the Upload sprite file icon on a folder and an arrow pointing up the Sprite area between the brush and camera icons. Select one of the mario tube images that you just downloaded and click on the Open9) Click on the Costumes tab and the New Costumes click on the Upload dress file and select each of the remaining Mario pipe images that you haven't added to the game and add them.10) Right click on the image of Flappy Bird in the Sprites area and select info. Change the name of FlappyBird, then click on the small blue circle in the white rear triangle to go back.10) Right click on the image of the mario tube in the Sprite area and select info. Change the name of MarioPipe,then click on the small blue circle of the white rear triangle to go back.11) Click on MarioPipe Sprite, then select the Sprints tab.12) In the Events area, add a When green flag clicked block.13) To hide the pipes when the game starts, the Looks area add a hide block.14) We want you make this game run forever, so Control add an forever block.15) In the Control area, add a wait 1 secs block and place it inside the forever loop block.16) In the Control area, add a clone myself block and place it after the wait 1 sec within the forever loop.17) The Control is added when I start as a clone block block and place after the wait 1 sec within the forever loop.17) In the Control area, add a create a clone myself block and place after the wait 1 sec within the forever loop.17) In the Control area, add a create a clone myself block, and place it after the wait 1 sec within the forever loop.17) In the Control area, add create a clone myself block and place it after the wait 1 sec inside the forever loop.17) The Control area, add a bring , not related to other blocks.18) The program for each pipe clone to switch to a random dress, the Looks add switch dress mariopipe3.19) Since we do not always want the mariopipe3 dress, the Cast add pick random 1-10 blocks and replace the mariopipe3 text with it.20) Since there are only three costumes in our pipes , change the 10 to 3 to pick random block.21) To start the tube clone offscreen on the right, side, add Go to x: y:22) Change variable x to 260, which is off-screen, as the stage is between -240 and y and y to 0 (which is the center of the stage)23) To make the tube visible, the Looks add a show block.24) Move the pipe chlorination several times to the left, from Control add a repeat until then.25) Add the test to repeat the code to a certain state. The Operators add a [] < [] block and put it inside the repeat until block next to the 26) Add what you test in the x position. The Motion add x position and put it in the left space of the [] < [] block.27) Enter the number that the x position should be less than to stop the repetition. In the correct location, block type [] < [] -25028) To change the x position during each repetition, in Motion add change x by () and put it inside repeat the block, the repeat until text.29) To tell you how much to move the pipe to the left, type -5 on the change x by () block.30) From scratch tell you to delete the clone once you have offscreen, the Control add delete this clone one put outside the repeat until then loop.31) Test the game by clicking on the green flag icon. Now you need a pipe and a Flappy Bird. Press the red stop sign icon to stop the game.32) Then we go back and add the scripts to the FlappyBird Sprite. Click on the FlappyBird Sprite, then click the Scripts tab.33) Events add When green flag is clicked34) Motion add Go to x: y:35) Change x variable 0 and y a 0 (which is the center of the stage).36) From Control, add a loop37 forever) From Motion, add change y by (10), and put it in the forever loop.38) Change the 10 to -1 in the change y by block (which shed the flappy bird forever).39) From the word Events when the space key is pressed, not connected to other blocks.40) From Motion, add change y by (10).41) From Control, add if any, do not connect to other blocks.42) Is Perception touching? and if and then between the last step and then select MarioPipe the options will appear by clicking only on the right side of the touching.43) The Control add stop all and put it inside the if so is the last step.44) Drag the if other block to the stop in it, and place it inside the forever loop below the when flag clicked block, just below the change y by -145) Save and test the codeChallenges * Add scoring * Create a background * Change the pipes * Change how fast the Flappy Bird falls and/or how much you move up when you press spaceff you want to use the background, this image below is an option. Derek Breen Did You Play Flappy Bird? You're going to make a game that works a bit like Flappy Bird, but not Flappy Bird. Why not? Because if a game that looks and works like Flappy Bird and you call it Flappy Bird, then the guy who created Flappy Bird dissatisfied. Plus, it's actually against the law! So, instead, you can make a game called Flapping Bat. Create an online project: Go to scratch and click Create. Change your name from Anonymous to Hacking Bat. Scratch automatically saves the project while you're signed in. Create an offline project: Open scratch 2's offline editor on your computer. Choose File -> Save As, and then type Flapping Bat. Wipe the cat Every time you create a new Scratch project, it involves a sprite, the Scratch Mascot: Scratch Cat. You can delete the cat (or any other sprite) by holding down shift on the keyboard while you click it directly. A small menu appears with the option to delete what you clicked shift. You will be doing a lot of Shift-clicking to save time while working on Scratch projects. So go ahead. ... Wipe that smiling Scratchy Cat. If you right-click with your mouse or trackpad, you can use this technique in shift keystroke st.a. Choose Player sprite to sprite any graphic element from a Scratch project other than the stage that represents the background. For this game, you create three sprites: player, ground and pipe. Find the New Sprite area under the Stage and click the first icon. Select Sprite from library. Select a sprite named Bat2, and then click OK. Click Back (white triangle on the blue circle) to close the Info window. Paint Ground sprite In the new Sprite area, click the second icon: Paint New Sprite. Shift +click on the new sprite, select information, and change the name of Ground. Click the Costumes tab. Click the Rectangle tool on the Paint Editor canvas under the Costumes tab. Click Solid Rectangle. Click a green syra ply. Click near the bottom left corner of the Paint Editor canvas, then drag up and right until a rectangle is completely at the bottom. If the ground sprite appears off-center on stage, click and drag into place. Paint Pipe Sprite The goal of the game is to hack the bat's wings and fly through holes between two pipes. You can use the cool programming trick so you only need a Pipe sprite. Click the Paint New Sprite icon. Shift +click on the sprite, select Info, and change the name of Pipe. Click on the Costumes tab. Click the Rectangle tool on the Paint Editor canvas under the Costumes tab. Click Solid Rectangle. Click a gray syra ply. To draw a vertical pipe, click the center of the Paint Editor canvas and drag the mouse pointer. To drill a hole in the bat, click the Selection tool, click and drag through the center of the pipe, and then press Delete or backspace on the keyboard. (Don't worry, if the bat is too big, that soon.) Well done! Now you have all three sprites you need to make the game. What's next? Then? white background is a little smooth. Here's a quick way to get a realistic sky. Painting the gradient of the sky on stage The term gradient may be new to you. Scratch has three gradients that allow you to fade between the two colors. Part of what makes the sky look realistic is when it seems brighter towards the horizon and darker at the top of the game screen. Click Stage. Click the Backgrounds tab. Select Fill with Color. Click Horizontal Gradient. Select the white color tint. Click Replace Colors. Select a light blue sy color pattern. Click anywhere to fill the Paint Editor canvas with the gradient. Doesn't the sky seem more realistic now? Gradients can be used for all kinds of effects (like to make something look metallic). (Someone said Vector Robots? Robots?)

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