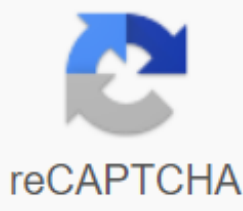




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Scratch 2 Flappy Bird Tutorial. This step by step tutorial will demonstrate how to re-create the game “Flappy Bird” using the online version of Scratch. By Derek Breen Have you played Flappy Bird? You are going to make a game that works quite a bit like Flappy Bird but is NOT Flappy Bird. Why NOT? Because if you make a game that looks and works like Flappy Bird and you CALL it Flappy Bird, then the guy who CREATED Flappy Bird would be displeased. Plus, it is actually AGAINST THE LAW! So, instead, you will make a game called Flapping Bat. Create online project Go to Scratch’s website and click the Create button. Change the name from Untitled to Flapping Bat. While logged in, Scratch will automatically save your project while you work. Create offline project Open the Scratch 2 Offline Editor on your computer. Select File -- Save As and type Flapping Bat. Delete the cat Every time you create a new Scratch project, it will include one sprite, the Scratch mascot: Scratch Cat. You can delete the cat (or any other sprite) by holding the Shift key on your keyboard while clicking it directly. A small menu will appear with the option to delete whatever you Shift-clicked. You will be doing a lot of Shift-clicking to save you time while working on Scratch projects. So go ahead . . . Delete that smiling Scratch cat! If you are used to right-clicking with a mouse or trackpad, you may use that technique as an alternative to Shift-clicking. Choose Player sprite A sprite is any graphic element in a Scratch project other than the Stage, which represents the background. For this game, you will create three sprites: Player, Ground, and Pipe. Look for the New Sprite area beneath the Stage and click the first icon. Choose Sprite from Library. Select the sprite named Bat2 and then click OK. Shift-click the Bat2 sprite and choose Info. Change the name from Bat2 to Player because, in your game, the player will control the bat sprite. Click the Back button (white triangle on blue circle) to close the Info window. Paint Ground sprite In the New Sprite area, click the second icon: Paint New Sprite. Shift-click the new sprite, choose Info, and change the name to Ground. Click the Costumes tab. Click the Rectangle tool on the Paint Editor canvas beneath the Costumes tab. Click the Solid rectangle option. Click a green color swatch. Click near the bottom-left corner of the Paint Editor canvas and then drag up and to the right side until you have a rectangle all the way across the bottom. If the ground sprite appears off-center on the Stage, click and drag it into place. Paint Pipe sprite The goal of your game is to flap the bat’s wings and fly through holes between two pipes. You will use a cool programming trick so that you only need one Pipe sprite. Click the Paint New Sprite icon. Shift-click the sprite, choose Info, and change the name to Pipe. Click the Costumes tab. Click the Rectangle tool on the Paint Editor canvas beneath the Costumes tab. Click the Solid rectangle option. Click a gray color swatch. Click and drag across the middle of the Paint Editor canvas to draw a vertical pipe. To make a hole for the bat to fly through, click the Select tool, click and drag across the middle of the pipe, and press the Delete or Backspace key on your keyboard. (Don’t worry if your bat is too big; you will fix that soon.) Good work! Now you have all three sprites you need to make your game. What comes next? That white background is a bit plain. Here’s a quick way to make a realistic sky. Paint sky gradient on the Stage The term gradient may be new to you. Scratch includes three types of gradients, which allow you to fade between two colors. Part of what makes a sky look realistic is when it appears brighter toward the horizon and darker at the top of your game screen. Click the Stage button. Click the Backdrops tab. Select the Fill with Color tool. Click the Horizontal Gradient button. Select the white color swatch. Click the Swap Colors button. Select a light blue color swatch. Click anywhere to fill the Paint Editor canvas with the color gradient. Doesn’t the sky look more realistic now? Gradients can be used for all sorts of effects (like making something look metallic). (Did somebody say, “Vector Robots”?) Flappy bird on Scratch Since you are reading this I am quite sure that you are familiar with this one hit wonder mobile application, which in fact kind of ruined the creators life a bit. It is simply because he did not expect it to bring any monetary returns, and he stated that he was doing it for pure entertainment. Anyways, I am going to show you step by step how to re-create this game on Scratch programming language. Start by right clicking on the pictures and downloading the main character, the pipes and the background which I have provided in this article somewhere near this paragraph. Then click on the backdrops, go to costumes tab and upload the flappy bird background picture. Then use the duplicate tool to extend the frame covering the whole stage. Next I am going to make a program for the bird, and I will also create 3 additional costumes to it. This will make the game more dynamical. Before I add any script to this flappy bird on Scratch, I will create 3 more copies of the bird’s costume. The first will be default looking straight forward, the second will tilt its head upwards, the third will be just like the first one. The last costume will tilt its head downwards. If you want, you can name the costumes 1, 2, 3 and 4 for convenience. Now comes the scripting part. Start by adding two ‘when space key pressed’ event blocks to the scripts area. Then create a new variable called ‘speed’. Add the ‘set speed to 10’ block under the first event block. Right under it add the ‘change y by’ motion block and set its value to be equal to that of the ‘speed’ variable. Simply drag the block inside its window. When I as a player will hit the space-bar the bird will change its y position by 10. For the other event block add the ‘repeat’ control block. Inside it add the ‘next costume’ looks block, and one ‘wait 0.07 seconds’ control block. Dont forget to set the repeat loop block to repeat itself 4 times. Finally, add the ‘switch costume to’, and in the drop down menu choose the last face of the costume. This will make the flappy bird on scratch to be flying upwards and then coming back down. And the last script is going to be triggered by simply click on the the green flag. Add another data block that sets the speed to 0, and make the bird start with the default, first costume. Its starting position should be at x-coordinates of -140 and 0 for y-coordinates. This is approximately the left middle position on the stage. Make the bird be visible by adding the ‘show’ looks block. Adding flappy bird collision statements. Now I will script a forever loop that will check if the bird is touching the pipes or not. The for the sensing blocks the pipes will be available once I import the pipes to the game. You will have to come back to this script later. Before we proceed any further, create a new sprite. When the canvas open, draw a green, straight line at the bottom of the screen. This will works as an indicator to know when the bird touches the ground. Now lets create the first if-then statement that says, if the bird is not touching the ground, the speed will be changed by -0.8. The ‘not’ block can be found in the operators category. This will cause the bird constantly obey the gravity force, which brings it back down if we dont keep pressing the space key on the keyboard. To make the flappy bird actually change its y value, we have to insert the ‘change y by’ motion block and insert the ‘speed’ variable block inside it. The second if-then statement will constantly check if the bird is touching either the pipe or the ground. When it does, the whole game will stop. So far, so good. Test the program to see if everything works as scripted. And if something is not working quite right, carefully examine my script with yours. You can also remix the numbers and add additional code to it to make it more authentic to the real game. But I think it is rather good as it is. Next I will script the pipes to make the spawn and move to the left side of the screen. In fact, the bird only moves up and down. We are 50% done with this flappy bird on Scratch. The upcoming pipe stream. Start with two first event blocks. The first script will make pipe clones. Therefore, hide it when the game starts and inside the forever loop make it create clones of itself every 2 second. Now when it starts as a clone, make it hide. Then make it go to the position where the x value is 260 and y value is -2. It is right side of the screen, a little behind the stage itself. Then make it wait 2 second. End before I add the ‘switch costume to a random costume between 1 and 3’ you have to create 2 costumes for the pipe sprite. The default one has a hole in the middle. The other one should have an escape hole somewhere near the top and the third should have it at the lower side of the screen. You can make many costumes with different height variations. What you have to change is the ‘pick random’ range of numbers. Since I have 3 costumes, it randomly picks one of them for each pipe clone. Next, make it appear by using the ‘show’ looks block. Then add the glide motion block which makes the sprite glide to the given coordinates. The -250 for x-coordinates and -2 for y-coordinates makes the sprite glide over the screen to the left side. Lastly, the script deletes this clone, to clear the memory space for the flappy bird game. Click the green flag and you should expect the green set of pipes to be constantly moving to the left side. Each set should appear with 2 second interval, and they should come in random lengths. Finally, I will make a script for the score count for this game. Creating a challenging flappy bird on Scratch. Make a new variable called ‘score’, and add the ‘set score to 0’ block under the second event block. This will reset the score to 0 each time the game starts. Inside the forever loop block place the ‘if-then’ statement block. To change the score by 1, the following condition must be true. The x position of the pipe should be less than -117 and greater than -120. This is the approximate position on the stage when the bird passes the gap between the pipes. Making it score a point. Then simply duplicate this script and place it under the ‘when I start as a clone’ control block. This will make the score count work for clones too, because the game does not start with a clone pipe sprite. As for the finishing touch, create another sprite that says ‘Score’ and place it at the left upper corner of the stage, and drag the ‘score’ variable right next to it. To make it look aesthetically good, right click on the ‘score’ variable box and pick the large readout. Feel free to remix this game and make an even better version of it! Scratch is a free programming language and online community where you can create your own interactive stories, games, and animations. Have you played Flappy Bird? You are going to make a game that works quite a bit like Flappy Bird but is NOT Flappy Bird. Why NOT? Because if you make a game that looks and works like Flappy Bird and you CALL it Flappy Bird, then the guy who CREATED Flappy Bird would be [...] 6/17/2019 · This step by step tutorial will demonstrate how to re-create the game "Flappy Bird" using the online version of Scratch. Setting up the stage Start a new project in Scratch and change the stage backdrop to the backdrop called "Blue Sky" The Parrot Sprite Next, we will delete the Cat sprite and create a new Parrot sprite: We will also resize our Parrot sprite to 25% of its original size: Let's ... 5/9/2017 · This will make the flappy bird on scratch to be flying upwards and then coming back down. And the last script is going to be triggered by simply click on the the green flag. Add another data block that sets the speed to 0, and make the bird start with the default, first costume. Flappy Bird is a mobile game developed by Vietnamese video game artist and programmer Dong Nguyen, under his game development company dotGears. The game is a...

