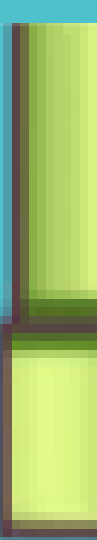
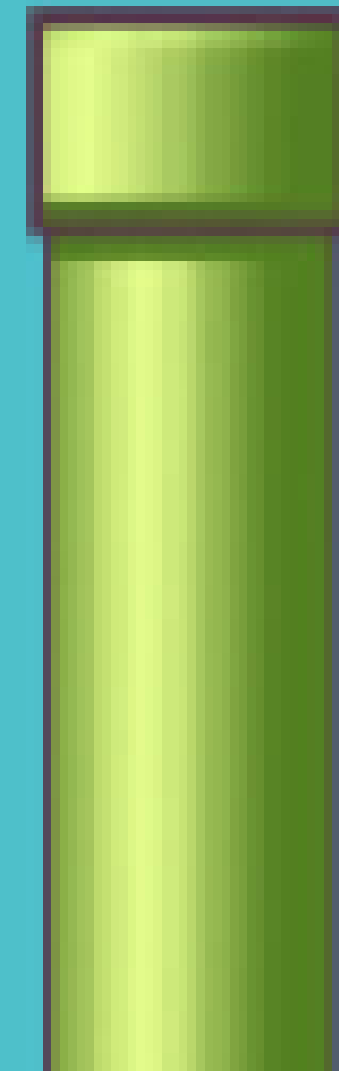
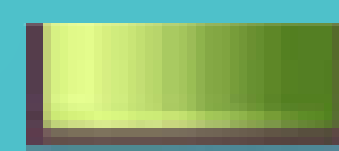


FLAPPY BIRD



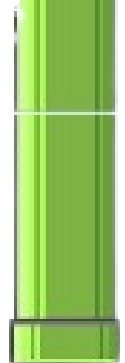
<https://scratch.mit.edu/projects/1313174474/editor>





```
when green flag clicked
  forever loop
    change y by y speed
    if y position < -136 then
      set y to -136
    else
      change y speed by -1
```

```
when green flag clicked
  forever loop
    if key space pressed? then
      set y speed to 10
    wait until not key space pressed?
```



```

when clicked
  forever
    if x position = -171 then
      change Score by 1
  
```

```

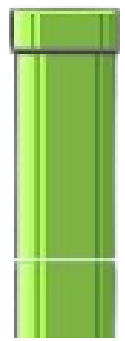
when I start as a clone
  forever
    if x position = -171 then
      change Score by 1
  
```

```

when clicked
  forever
    if x position = -254 then
      hide
  
```

```

when I start as a clone
  forever
    if x position = -254 then
      hide
  
```



```

when clicked
  set Score to 0
  
```

```

when clicked
  set y to pick random 110 to -80
  show
  forever
    change x by -5
    if x position = 74 then
      create clone of myself
  
```

```

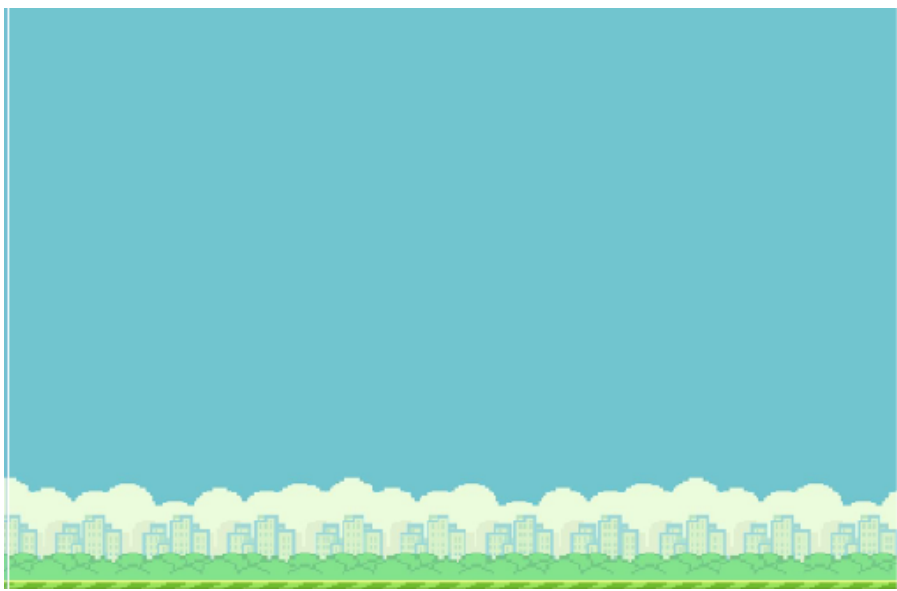
when I start as a clone
  set y to pick random 110 to -80
  set x to 254
  forever
    change x by -5
    if x position = 74 then
      create clone of myself
  
```

```

when clicked
  forever
    if touching Flappy bird ? then
      broadcast game over
  
```

```

when I start as a clone
  forever
    if touching Flappy bird ? then
      broadcast game over
  
```



```
when green flag clicked
  forever loop
    change x by -5
```

```
when I start as a clone
  set x to 470
  forever loop
    change x by -5
```

```
when green flag clicked
  forever loop
    if x position = -5 then
      create clone of myself
```

```
when green flag clicked
  forever loop
    if x position = -467 then
      set x to 470
```