

Coding Flappy Bird



Puzzle 1

The goal of Puzzle 1 is to reach the _____.

Puzzle 2

The goal of Puzzle 2 is to _____ the game when flappy bird hits the _____.

Puzzle 3

The goal of Puzzle 3 is to set the level _____ and reach the _____.

Puzzle 4

The goal of Puzzle 4 is to _____ the game when flappy bird hits an _____.

Puzzle 5

The goal of Puzzle 5 is to _____ a point when passing an _____.

Puzzle 6

The goal of Puzzle 6 is to score a point when flapping a _____ amount.

Puzzle 7

The goal of Puzzle 7 is to change the _____.

Puzzle 8

The goal of Puzzle 8 is to set a _____ scene when passing an _____.

Puzzle 9

The goal of Puzzle 9 is to _____ the score to _____ when hitting an _____.

Puzzle 10

Create 3 versions of your own flappy bird game. Fill in the details below. Play each game until you pass through at least 10 obstacles. Call me over to initial when you complete each version.

You must use the `set speed`/`set scene`/`set player`/`set obstacle`/`set ground` commands. You do not have to use `set a normal gap`/`set gravity normal` commands.

Version 1

set speed _____

set scene _____

set player _____

set obstacle _____

set ground _____

Completed _____

Version 2

set speed _____

set scene _____

set player _____

set obstacle _____

set ground _____

Completed _____

Version 3

set speed _____

set scene _____

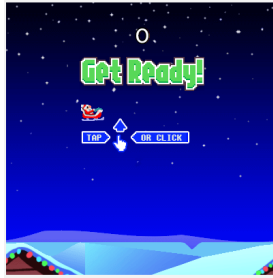
set player _____

set obstacle _____

set ground _____

Completed _____

For extra credit, create a flappy bird game with a Santa theme. Fill out the table below, pass through at least 15 obstacles, call me over to initial.



Extra Credit

set speed _____

set scene _____

set player _____

set obstacle _____

set ground _____

Completed _____

When finished (& initialed), Click

Finish

Write the URL of your shared game.

<http://learn.code.org/sh/> _____