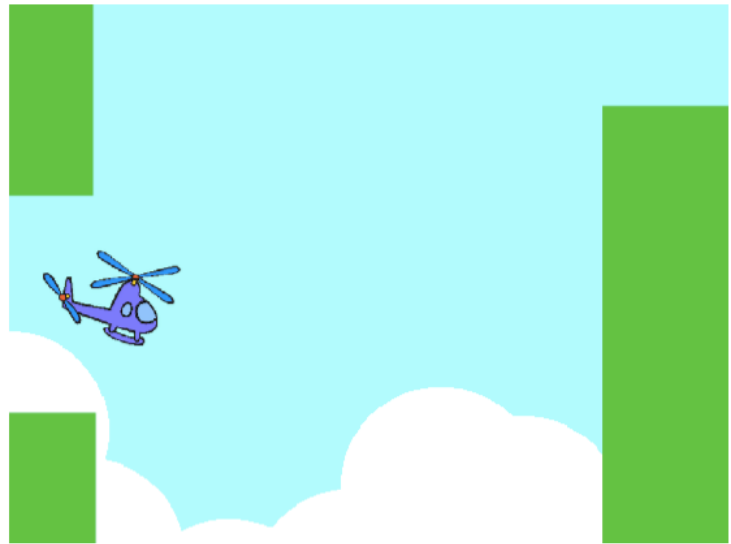


# SCROLLING

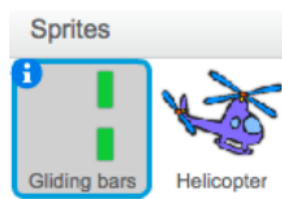
HOW CAN YOU USE SCRATCH TO BUILD AN INTERACTIVE GAME?

In this project, you will create a game. This game includes interactions between sprites, score, and levels. The game is similar to Flappy Bird, where the goal is to keep an object from falling to the ground or touching certain objects.



## START HERE

- ❑ Create two sprites: one for the player to control (helicopter) and one to avoid (gliding bars).
- ❑ Make the helicopter interactive.
- ❑ Bring your game to life by adding scripts to make the gliding bars scroll across the stage!



```
when space key pressed
  change y by 20
```

Controls sprite movement

```
when green flag clicked
  hide
  forever
    wait 5 secs
    create clone of myself
```

```
when green flag clicked
  go to x: 0 y: 0
  set size to 30 %
  wait 2 secs
  forever
    change y by -2
```

## THINGS TO TRY

- ❑ How do you add difficulty to your game? Creating different levels, using a timer, or keeping score are a few examples of things you could do.
- ❑ Experiment with changing the look of your game by editing the backdrops!
- ❑ Explore using different key presses to control your sprites!

This creates clones, which are used in the script below to make the bars scroll across the screen:

```
when I start as a clone
  switch costume to pick random 1 to 3
  go to x: 240 y: 0
  show
  glide 8 secs to x: -240 y: 0
  delete this clone
```

Causes sprite to constantly fall downward

```
when green flag clicked
  forever
    if touching color ? then
      stop all
```

Specifies when the game ends

## BLOCKS TO PLAY WITH

## FINISHED?

when space key pressed	score	-	+	pick random 1 to 10
when up arrow key pressed	set score to 0	<	=	touching ?
when m key pressed	change score by 1	>	not	touching color ?
when I receive message1	show variable score	and		color is touching ?
	hide variable score	or		timer
				reset timer

- + Add your project to the Games Studio: <http://scratch.mit.edu/studios/487504>
- + Swap games with a partner and walk each other through your creations.