

# 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.

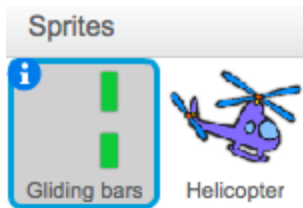


## START HERE

- ❑ 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!

## 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!



```

when space key pressed
  change y by 20
  
```

Controls sprite movement

```

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

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
  
```

```

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

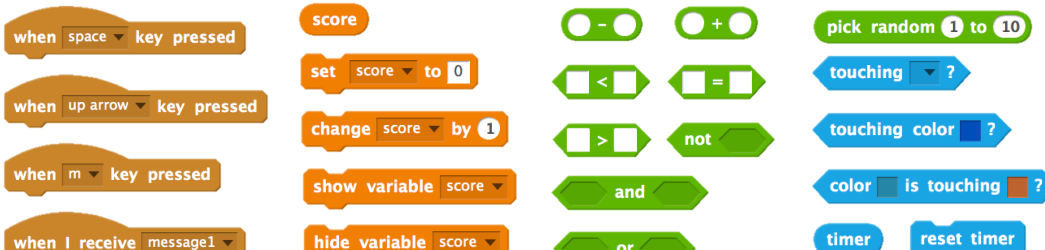
Causes sprite to constantly fall downward

```

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

Specifies when the game ends

## BLOCKS TO PLAY WITH



## FINISHED?

- + 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.