**CoderDojo Bray 2015: Flappy Bird in Scratch**

These speech bubbles contain helpful hints for you.

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To play the game you use the space bar to make Flappy gain height. You must get him to fly through the gaps in the pillars. The highest score wins.

Create 2 sprites:

* **Flappy** - a bird with flapping wings. Use the butterfly available in Scratch if you like. Use two costumes for flapping wings.
* **Pillar** – Draw this and make several copies as costumes (e.g. 5), then use the eraser to make one space in each pillar.
* Enter the code below for Flappy (left) and the pillars (right); add the variables too. Play. Improve the game.

 Add these variables:

Changing costumes makes it look like the sprite is flying

Left edge of stage

The next pillar shape is a random choice

Detects collision

Ticking box shows variable on stage

Opposite of hide