USE HOPSCOTCH APP TO MAKE FLAPPY BIRDS AND OTHER GAMES

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1. **ALL ARE TEXT OBJECTS**
2. **EMOJI KEYBOARD CHARACTERS**
   (Found in iPad Settings)

**DRAWING GRASS & SKY**
A Full stop won't be seen as it quickly draws the scene.

**ENLARGE EMOJI CHARACTERS**
- For Grass
- For Sky/water
- For road

**BACKGROUND CHARACTERS**
- Random heights
- Random speeds

**BACKGROUND CLOUDS / PLANES / FISH**
- Random heights
- Random speeds

**BACKGROUND CARS / BIKES ETC.**
- Static height
- Random height
- Random speed

**GAME SIZE**
- 800 High (Y)
- 1000 Across (X)
STARTING FLAPPY BIRDS IN HOPSCOTCH IPAD APP

GAME TITLE
Shown before game starts

START WAIT
Pause other objects for this time

HIDE TITLE
Ready for game

FLAPPY BIRD
Always Falling

FIXED LABEL
Label above points

POINTS
When Play button is tapped

LABELS
HIDE AT GAME OVER

TOLD WHEN TO HIDE BY OTHER CHARACTER

END GAME!
Bird collides with obstacle and sets all other stuff to HIDE but FINAL SCORE to show

BIRD FLY on SCREEN TAP
1. QUICK (4000)
2. JUMP
3. Back to slow for falling (1000)

Moving obstacles
POINTS & ENDING GAME IN HOPSCOTCH IPAD APP

POUNTS
on-going score (I used a zero as the character)

When Play button is tapped

set position to x 500 y 600

set value [HIDE] to 0

set invisibility percent 100

wait milliseconds StartWait

set invisibility percent 0

HIDE
value
Used to hide all stuff at game over

Hides until the Title’s hidden

POINTS has 2 PLAY button commands

Will hide when told to

I Timed the obstacles & give a point every 3.1 seconds

Give a point!

FINIAL SCORE
Make Bigger on screen

Invisible at start

This keeps it checking for game end

The Bird’s collision sets this to 0 and shows the final score

FINAL SCORE
Updates to what points are every screen tap

Repeat for the whole game

POINTS has 2 PLAY button commands

Hides until the Title’s hidden

Will hide when told to

I Timed the obstacles & give a point every 3.1 seconds

Give a point!

FINIAL SCORE
Make Bigger on screen

Invisible at start

This keeps it checking for game end

The Bird’s collision sets this to 0 and shows the final score