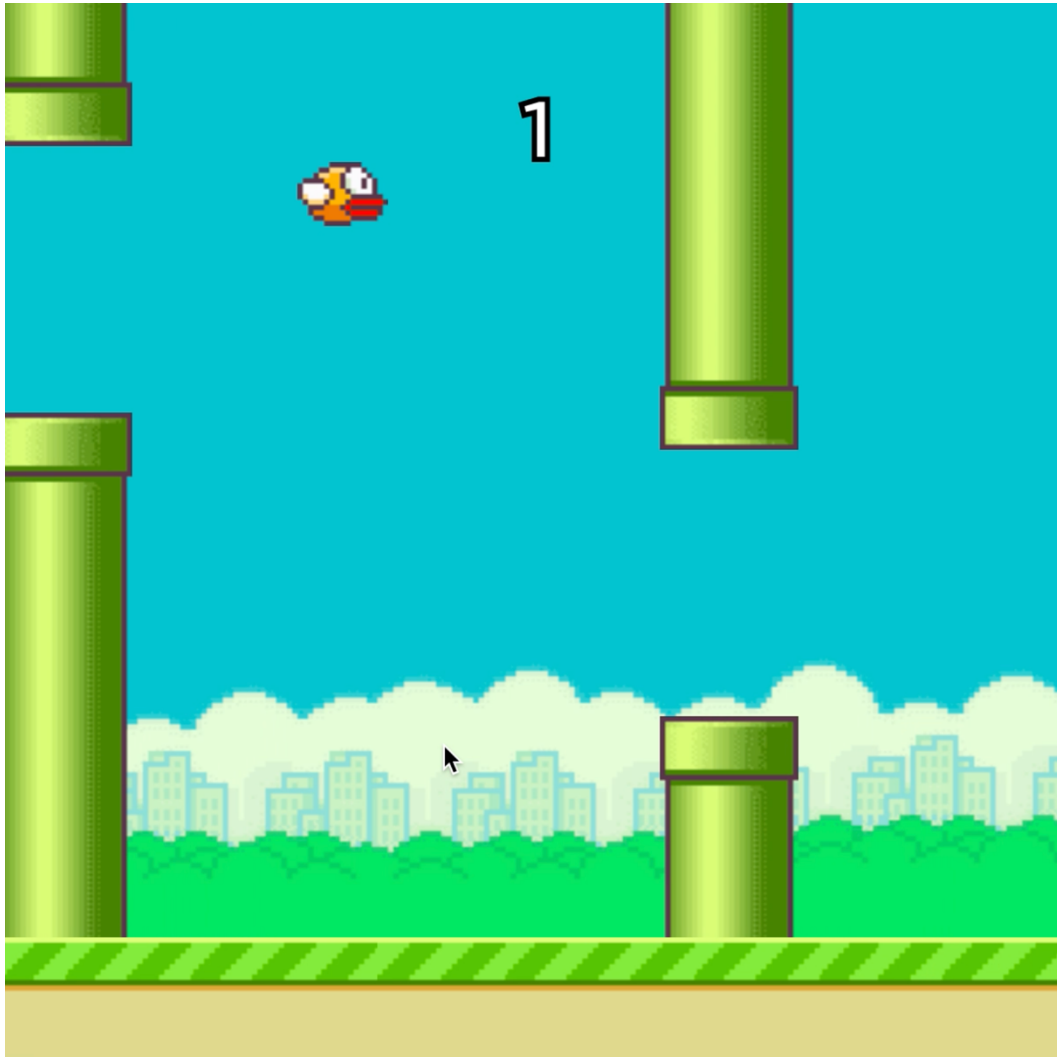


Guide: Code.org Course C Lesson 12

How to play Flappy Bird



Objective

Move flappy across the screen without hitting the obstacles or the ground. To flap, click or tap the mouse/control panel. Flappy will score a point every time he passes an obstacle. Pass more obstacles to score more points.

Game Components



Player (Flappy)



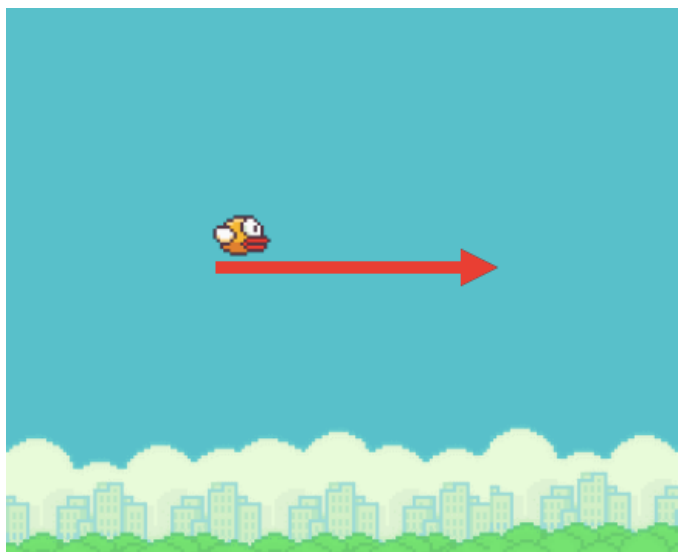
Ground



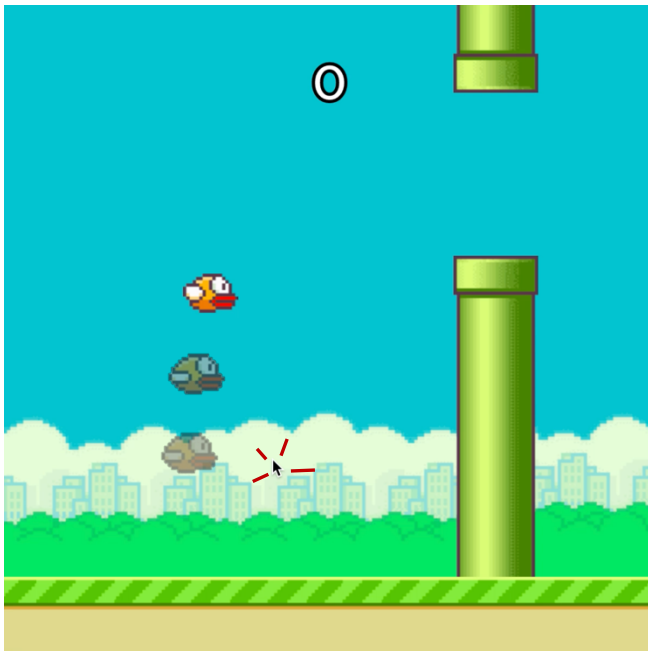
Scene



Obstacle (Pipe)

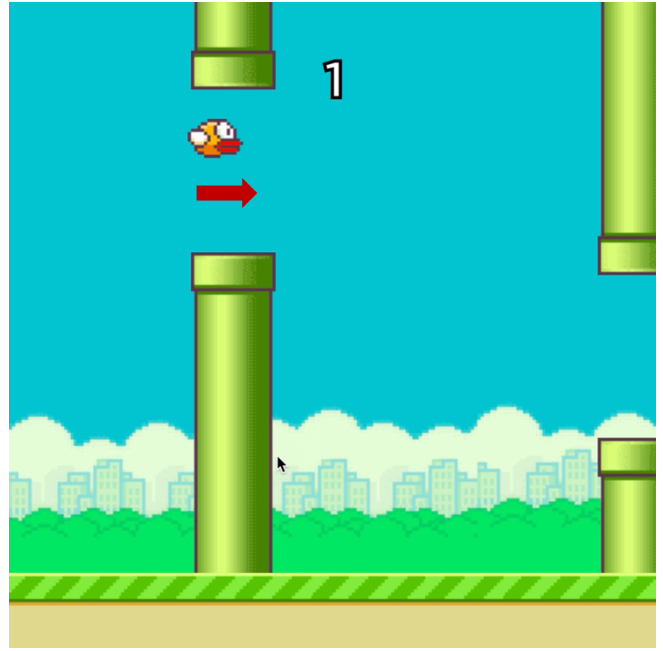


Speed

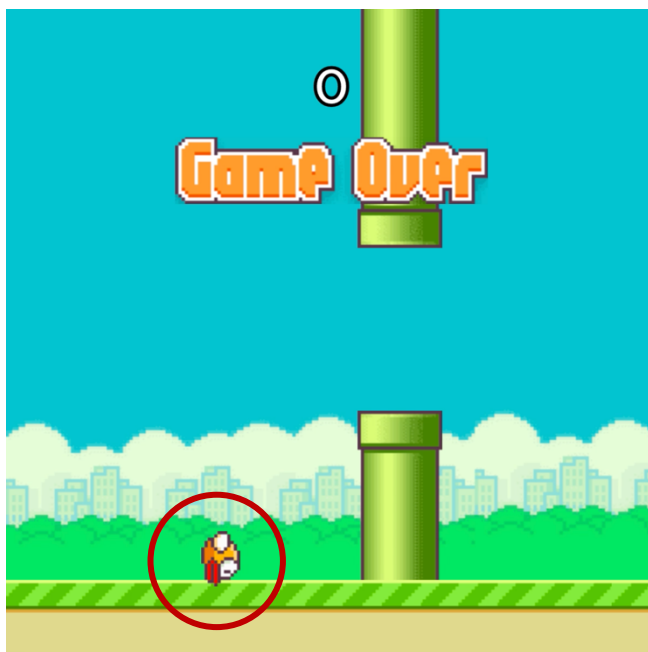


when click

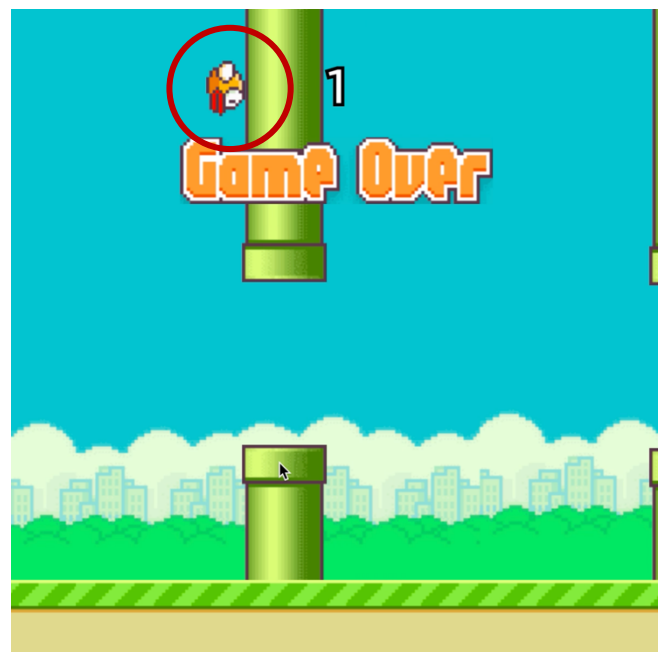
flap a amount



when pass obstacle



when hit the ground



when hit an obstacle

Clarifications

- “when click” means when a user clicks the game window
- “when hit the ground” means when the flappy bird hits the ground
- “when hit an obstacle” means when the flappy bird hits an obstacle
- “when pass obstacle” means when the flappy bird passes obstacles



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