

Changing Costume - Extension

Well done. You now have the basics of a FlappyBirds type game. Can you make it even better though? One way, might be to use different costumes for your obstacles and then get the game to change the costume when the obstacle goes back to the start point.



Steps to Success

1. You will need to paint some new costumes for each obstacle
2. Include a section of code that changes the costume when the obstacle is moving

```
when clicked
  forever if touching Sprite5 ?
    hide
    go to x: 800 y: 0
    show
```

2

This section of code moves you obstacle to the right side of the screen

next costume

Insert this block somewhere into your code to change the costume at the correct time

1

Obstacle 1 now has 3 different costumes

Test your game.

Does it play as intended?



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You are almost there, however if you play the game for quite a while, it still may seem quite repetitive.

I wonder if we can get the game to choose a costume at random, rather than just repeating the same sequence



Steps to Success

1. Remove the 'Next Costume' block.
2. Replace it with a combination of the 'Switch to Costume' block and Pick random.
3. Add the new code to your sequence of instructions.



switch to costume pick random 1 to 3

3

Combine the blocks together and then add this to your set of instructions .



switch to costume costume4

2

This block allows you to specify which costume you want the sprite to change into.



pick random 1 to 3

This block allows the game to choose something at random. This is great for introducing individuality to your game.



Don't forget to test your game again.

Play it from the start at least 3 times.

Is the game working correctly?