



# University Learning in Schools

# Computing

## Games Programming in Scratch

### Lesson 7

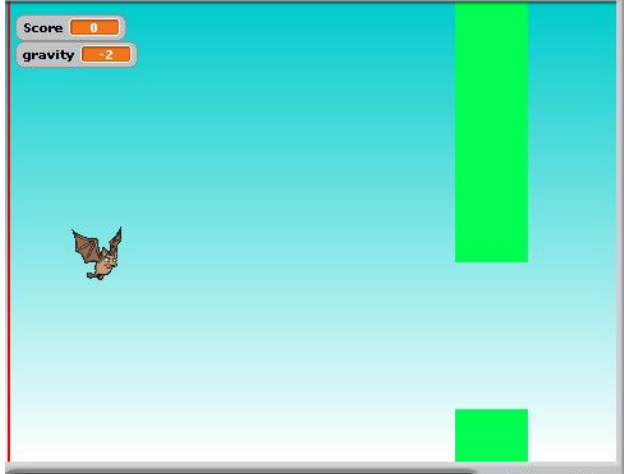
## Flappy Bats Game Assessment: Example Screenshots

Name:

Form Group:

Take Screenshots of your game at different elements of your game, you also need to screenshot the code that allows this to happen. You also need to explain what is going on in that section, in relation to the questions.

**(Marks are awarded for what has been added as well as your understanding of your game.)**

What is required and brief explanation	Screenshot of Game	Screenshot of Code
<p><i>Starting point of the game – (Screenshot your how your game starts)</i></p>		

*How does your sprite move?  
(Ensure you explain all types of movement that your sprite performs)*

My bat is controlled by my space key. When it is pressed it moves the bat up the Y axis which makes it look as though it is flying up the screen.

I have also added a costumer change as this makes the flapping motion that a bat would use in real life.

*Why does your bat keep falling constantly?*

The bat keeps falling because of the gravity that has been added to the game...



```
when clicked
  go to x: -166 y: 0
  forever
    change gravity by -1
    wait 0.1 secs

when clicked
  set gravity to 0
  forever
    change y by gravity

when space key pressed
  change y by 50
  switch to costume bat1-a1
  wait 0.1 secs
  switch to costume bat1-a
  set gravity to -1
```