USE HOPSCOTCH
APP TO MAKE
FLAPPY BIRDS AND
OTHER GAMES

by @iPadWells - more @ iPad4schools.org
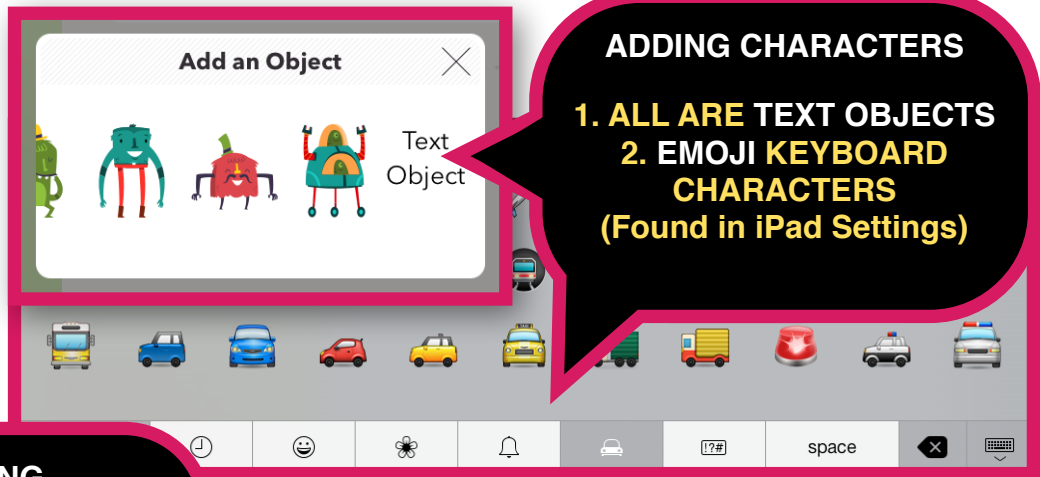
POINTS

2

GAME BACKGROUNDS IN HOPSCOTCH IPAD APP

Add an Object ✕

Text Object

ADDING CHARACTERS

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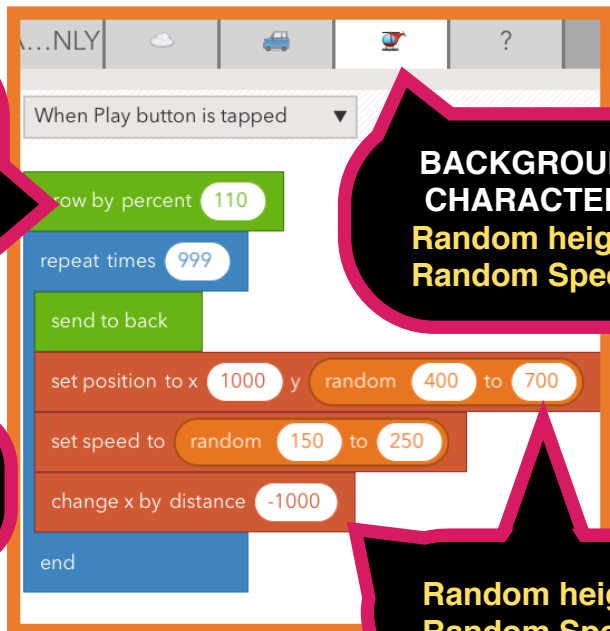(Found in iPad Settings)

DRAWING GRASS & SKY
A Full stop wont be seen as it quickly draws the scene

ENLARGE EMOJI CHARACTERS

When Play button is tapped

- send to back
- set speed to `99999`
- set position to x `0` y `100` < Choose height (Y)
- set line color to 🟢
- set line width to `300`
- move with trail distance `1100`

🟢 for Grass
🔵 for Sky/ water
⚫ for road

BACKGROUND CLOUDS / PLANES / FISH

A...NLY ☁️ 🚗 🚁 ?

When Play button is tapped ▼

- grow by percent `110`
- repeat times `999`
- send to back
- set position to x `1000` y random `400` to `700`
- set speed to random `150` to `250`
- change x by distance `-1000`
- end

BACKGROUND CHARACTERS
Random heights
Random Speeds

Random heights
Random Speeds

BACKGROUND CARS / BIKES ETC.

A...NLY ☁️ 🚗 🚁

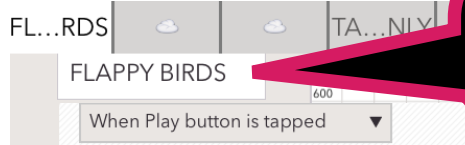### When Play button is tapped

- grow by percent `100`
- repeat times `999`
- send to back
- set position to x `1000` y `300`
- set speed to random `30` to `200`
- change x by distance `-1000`
- end

BACKGROUND CHARACTERS
Static height
Random Speed

Starting position:

700
600
500
400
300
200
100

100 200 300 400 500 600 700 800 900

TAP BLOCKS ONLY
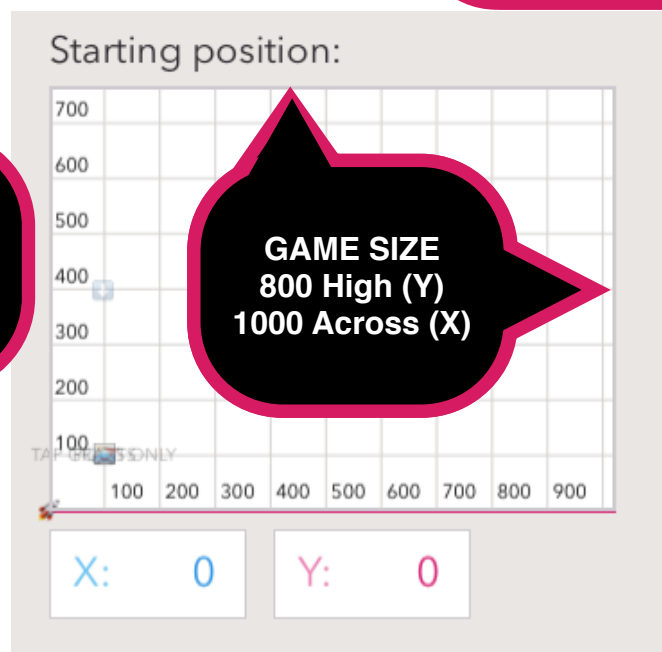
GAME SIZE
800 High (Y)
1000 Across (X)

X: `0`   Y: `0`

STARTING FLAPPY BIRDS IN HOPSCOTCH IPAD APP

2

FL...RDS ☁ ☁ **TA...NLY**

FLAPPY BIRDS
600

GAME TITLE
Shown before game starts

When Play button is tapped ▼

set invisibility percent 100
set value StartWait to 1500
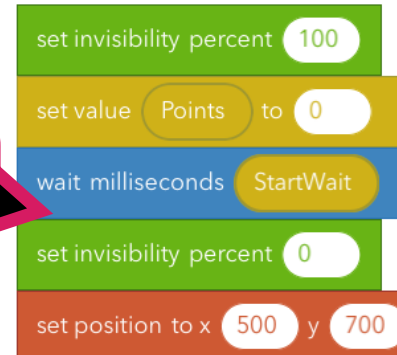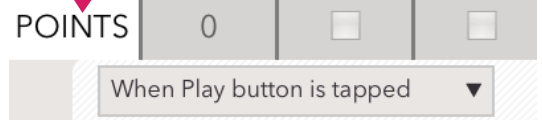wait milliseconds StartWait
grow by percent 300
wait milliseconds 1500
set invisibility percent 100
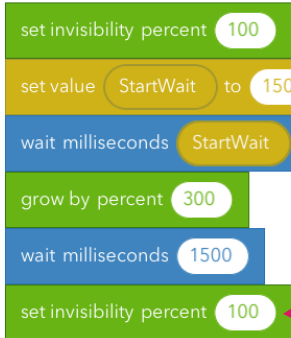
START WAIT
Pause other objects for this time

HIDE TITLE
Ready for game

FIXED LABEL
Label above points

POINTS 0 ☐ ☐

When Play button is tapped ▼
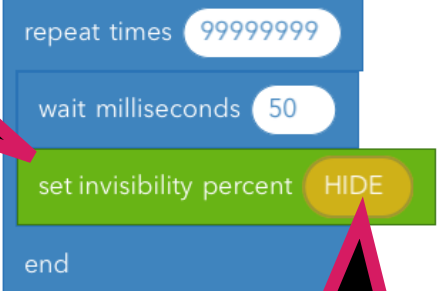
set invisibility percent 100
set value Points to 0
wait milliseconds StartWait
set invisibility percent 0
set position to x 500 y 700

Appear after Game Title

When Play button is tapped ▼

repeat times 99999999
wait milliseconds 50
set invisibility percent HIDE
end

LABELS HIDE AT GAME OVER

TOLD WHEN TO HIDE BY OTHER CHARACTER

FLAPPY BIRD
Always Falling

🐤 ⬇ ⬆ POINTS

When Play button is tapped ▼

set position to x 800 y 600
wait milliseconds StartWait
set invisibility percent 0
grow by percent 100
repeat times 10000000
change y by distance -6
end

Always Falling

Always Falling

When the stage is tapped ▼

set speed to 4000
change y by distance 45
set speed to 1000

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

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

When 🐤 collides with... ▼ ⬇ ▼

set value HIDE to 100
set invisibility percent 100
set value ShowFinalScore to 0

Moving obstacles

POINTS & ENDING GAME IN HOPSCOTCH IPAD APP

3

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

0

When Play button is tapped ▼

set position to x 500 y 600

set value HIDE to 0

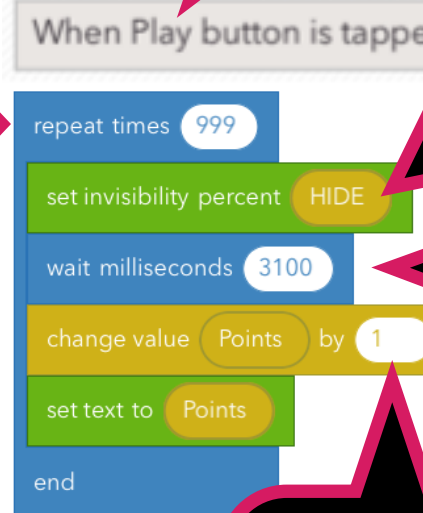set invisibility percent 100

wait milliseconds StartWait

set invisibility percent 0
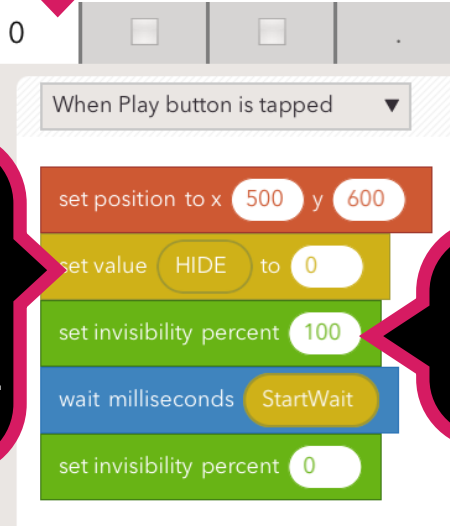
HIDE value
Used to hide all stuff at game over

Hides until the Title's hidden

POINTS has 2 PLAY button commands

When Play button is tapped

repeat times 999

set invisibility percent HIDE

wait milliseconds 3100

change value Points by 1

set text to Points

end

Repeat for the whole game

Will hide when told to

I Timed the obstacles & give a point every 3.1 seconds

Give a point !

When Play button is tapped ▼

grow by percent 600

set invisibility percent 100

set value ShowFinalScore to 100

repeat times 99999999

set invisibility percent ShowFinalScore
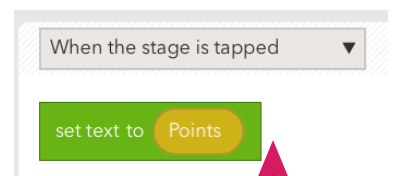
wait milliseconds 100

end

FINAL 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

When the stage is tapped ▼

set text to Points

FINAL SCORE
Updates to what points are every screen tap