



USE HOPSCOTCH APP TO MAKE FLAPPY BIRDS AND OTHER GAMES

by @iPadWells - more @ iPad4schools.org



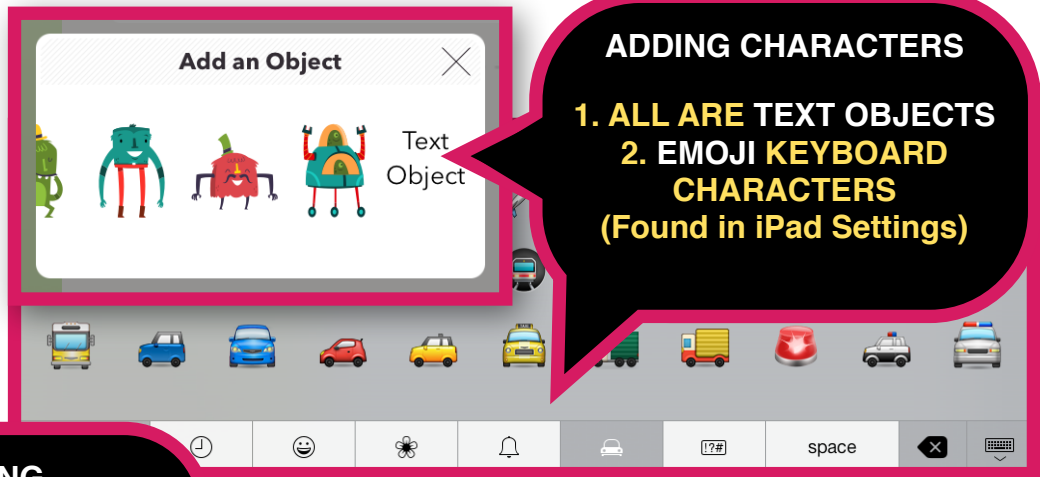
POINTS

2



GAME BACKGROUNDS IN HOPSCOTCH IPAD APP

1



DRAWING GRASS & SKY

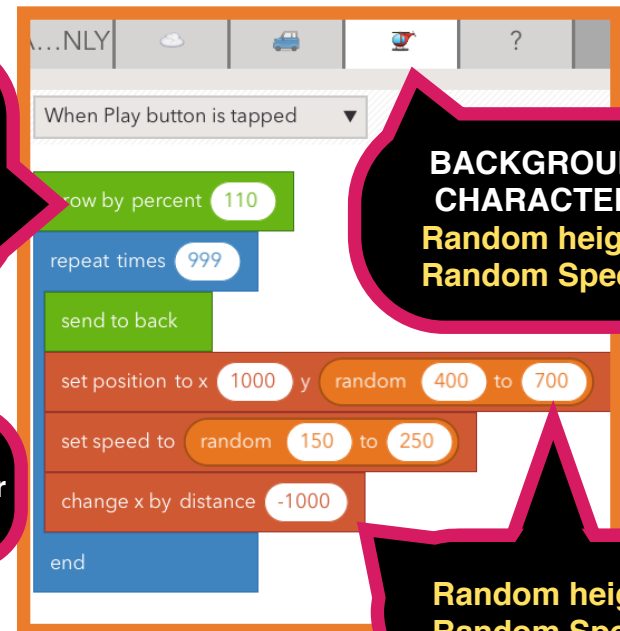
A Full stop wont be seen as it quickly draws the scene



ENLARGE EMOJI CHARACTERS

● for Grass
● for Sky/ water
● for road

BACKGROUND CLOUDS / PLANES / FISH



BACKGROUND CHARACTERS

Random heights
Random Speeds

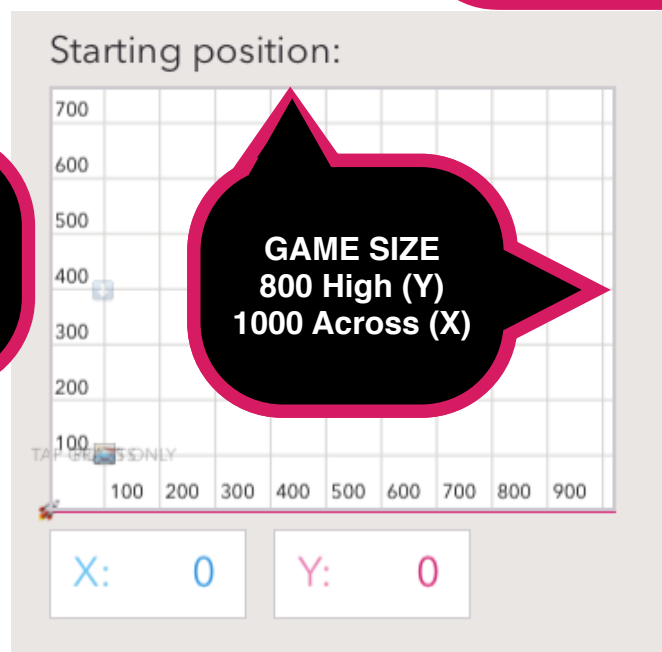
Random heights
Random Speeds

BACKGROUND CARS / BIKES ETC.



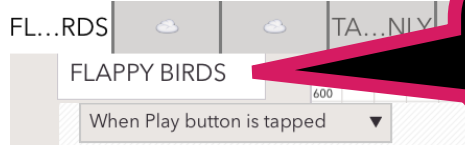
BACKGROUND CHARACTERS

Static height
Random Speed

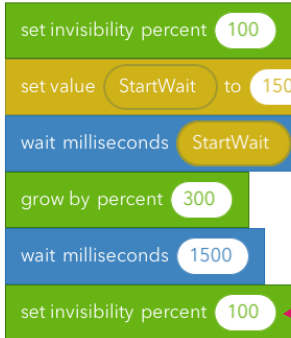


STARTING FLAPPY BIRDS IN HOPSCOTCH IPAD APP

2



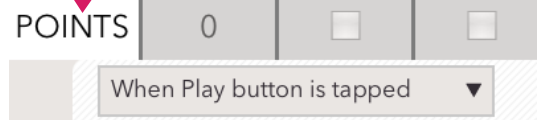
GAME TITLE
Shown before
game starts



START WAIT
Pause other objects
for this time

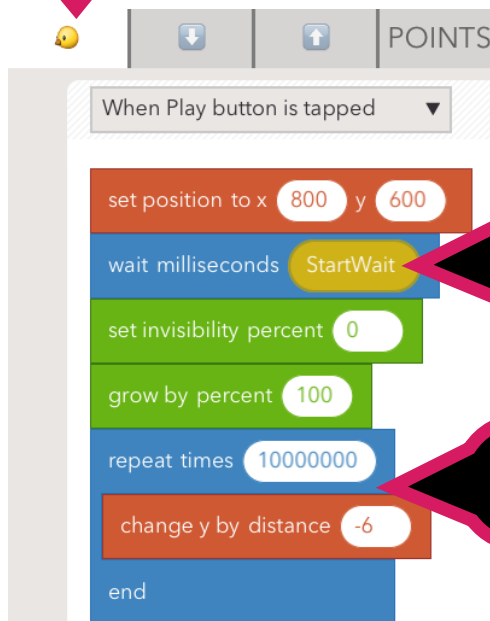
HIDE TITLE
Ready for game

FIXED LABEL
Label above points



**Appear
after Game
Title**

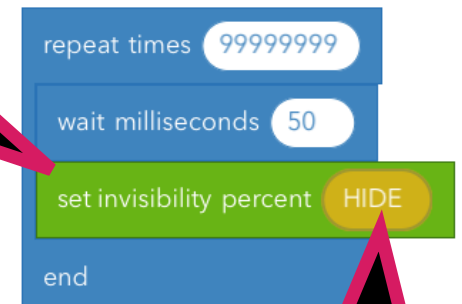
FLAPPY BIRD
Always Falling



**Always
Falling**

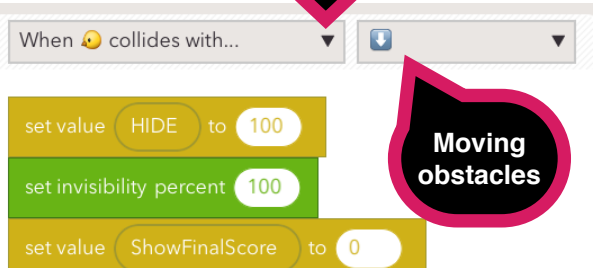
**Always
Falling**

**LABELS
HIDE AT
GAME
OVER**

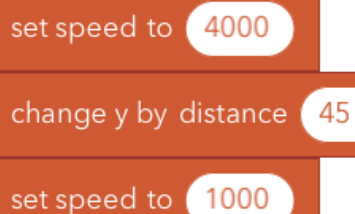


**TOLD WHEN TO
HIDE BY OTHER
CHARACTER**

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



**Moving
obstacles**



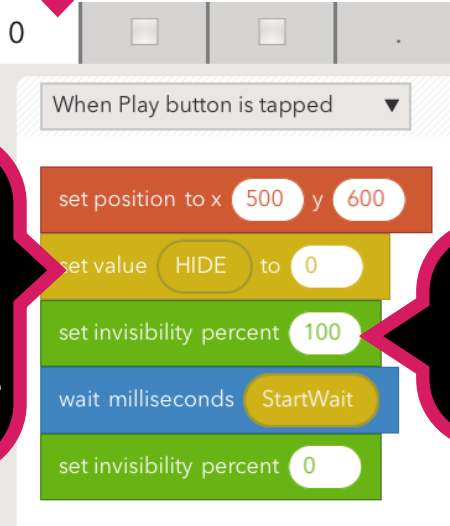
**BIRD FLY on
SCREEN TAP**
1. QUICK (4000)
2. JUMP
3. Back to slow for
falling (1000)

POINTS & ENDING GAME IN HOPSCOTCH IPAD APP

3

POINTS

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

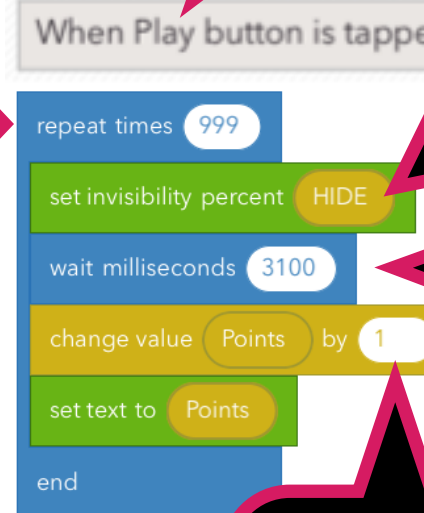


HIDE value
Used to hide all stuff at game over

Hides until the Title's hidden

POINTS has 2 PLAY button commands

Repeat for the whole game



Will hide when told to

I Timed the obstacles & give a point every 3.1 seconds

Give a point !

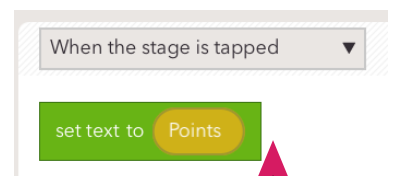


FINAL SCORE
Make Bigger on screen

Invisible at start

This keeps it checking for game end

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



FINAL SCORE
Updates to what points are every screen tap