Falling Duck (Düşen Örnek)

Arcade Oyunu Kodlaması

```
on game update every 1500 ms
  set gap to pick random 0 to 3
  if gap = 0 then
    set topImage to [image]
    set bottomImage to [image]
  else if gap = 1 then
    set topImage to [image]
    set bottomImage to [image]
  else if gap = 2 then
    set topImage to [image]
    set bottomImage to [image]
  else
    set topImage to [image]
    set bottomImage to [image]
  set gapImage to create image width 2 height screen height
  fill gapImage with [white]
  set gapSprite to sprite gapImage of kind Gap
  set gapSprite auto destroy ON
  set gapSprite invisible ON
  set gapSprite left to screen width
  set gapSprite vx (velocity x) to -45
  set projectile to projectile topImage from side with vx -45 vy 0
  set projectile top to 0
  set projectile to projectile bottomImage from side with vx -45 vy 0
  set projectile bottom to screen height
```

```
on start
  set background color to [blue]
  set score to 0
  start screen blizzard effect
  set mySprite to sprite [duck] of kind Player
  set mySprite ay (acceleration y) to 300
  set anim to create animation of Jumping with interval 25 ms
  add frame [duck] to anim
  add frame [duck] to anim
  add frame [duck] to anim
  add frame [duck] to anim
  add frame [duck] to anim
  add frame [duck] to anim
  attach animation anim to sprite mySprite
```

```
on sprite of kind Player overlaps otherSprite of kind Gap
  if otherSprite right - sprite left < 2 then
    change score by 1
```

```
on game update
  if mySprite vy (velocity y) > 0 then
    activate animation Idle on mySprite
  if mySprite bottom > 120 or mySprite top < 0 then
    game over LOSE
```

```
on any button pressed
  set mySprite vy (velocity y) to -100
  activate animation Jumping on mySprite
  mySprite start rings effect for 300 ms
```

```
on sprite of kind Player overlaps otherSprite of kind Projectile
  game over LOSE
```