

Protect the Bird

In this program, there are 6 sprites: player, parrot, and four bats. The player can only move left and right. The bats move towards the parrot. The parrot moves back and forth. If the bat touches the player, the bat reappears from the top of the screen and the player gets 10 points. If a bat touches the parrot, the game is over.



- If Start Button Pressed

- Set Score to 0
- Face right
- Go to 0, -40



- If Right Key Pressed

- Face Right
- Increase X by 10

- If Left Key Pressed

- Face Left
- Decrease X by 10

```

when clicked
  set Score to 0
  switch to costume Player-Right
  go to x: 0 y: -40

when right arrow key pressed
  switch to costume Player-Right
  change x by 10

when left arrow key pressed
  switch to costume Player-Left
  change x by -10
  
```

- If Start Button Pressed

- Go to -300 to -300, 200 to 300
- Begin Forever Loop
 - Point towards Parrot
 - Move 1-5 steps
 - If Touching Parrot
 - Say Got you! For 2s
 - Stop all
 - If Touching Player
 - Change Score by 10
 - Go to -300 to -300, 200 to 300
- End Forever Loop

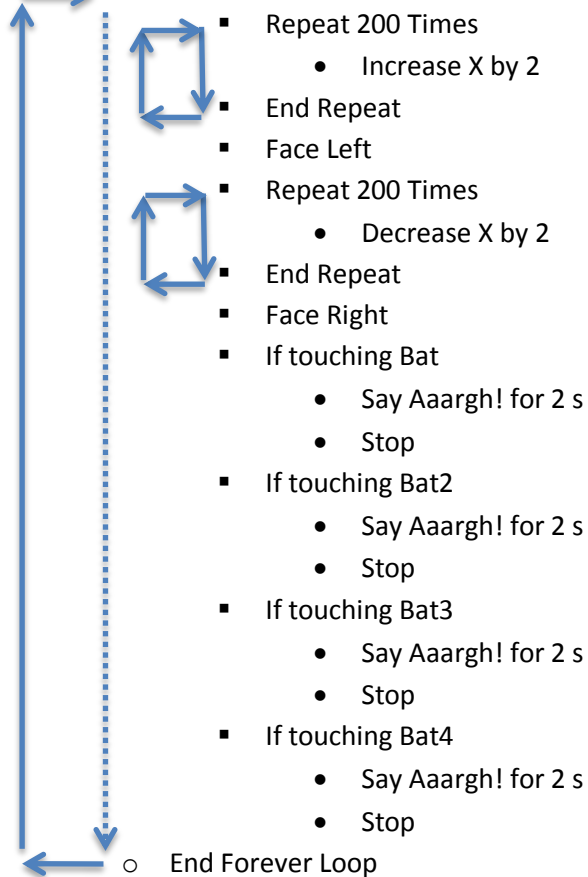


```

when clicked
  go to x: pick random -300 to 300 y: pick random 200 to 400
  forever
    point towards Parrot
    move pick random 1 to 5 steps
    if touching Parrot?
      say Got you! for 2 secs
      stop all
    if touching Player?
      change Score by 10
      go to x: pick random -300 to 300 y: pick random 200 to 400
  
```

- If Start Button Pressed

- Face right
- Go to -190, -180
- Begin Forever Loop



```

when clicked
  go to x: -190 y: -180
  switch to costume Parrot-Right
  show
  forever
    repeat 200
      change x by 2
    switch to costume Parrot-Left
    repeat 200
      change x by -2
    switch to costume Parrot-Right
    if touching Bat?
      say Aaargh! for 2 secs
      stop all
    if touching Bat2?
      say Aaargh! for 2 secs
      stop all
    if touching Bat3?
      say Aaargh! for 2 secs
      stop all
    if touching Bat4?
      say Aaargh! for 2 secs
      stop all
  
```