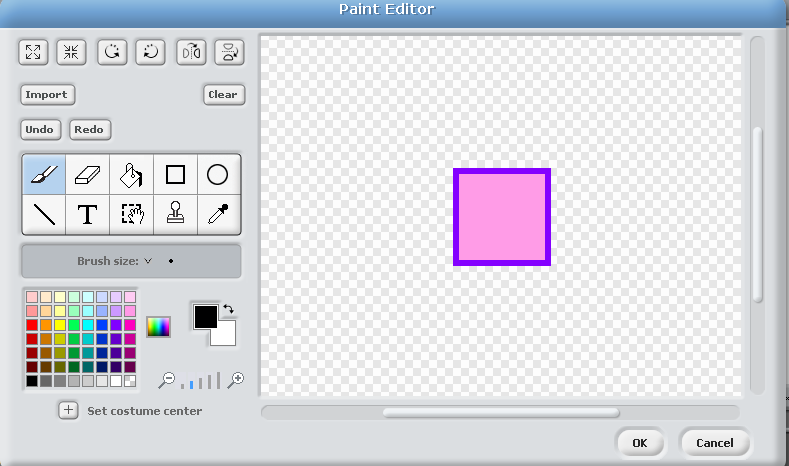
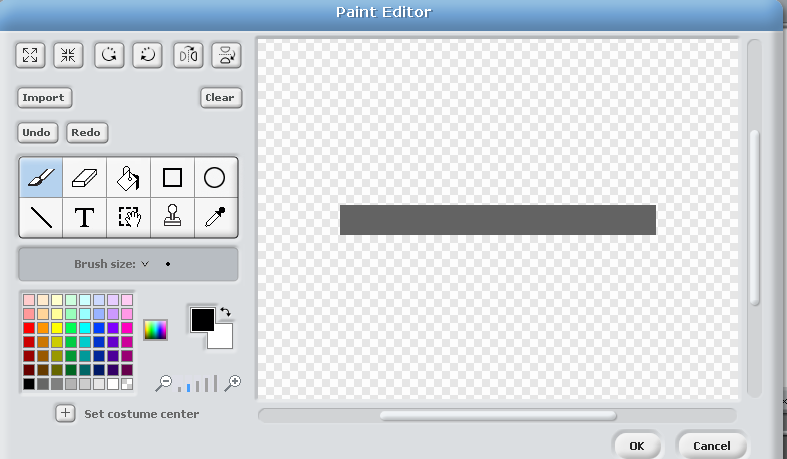
# Draw Sprites

## Cube:



## Platform:



# Add Code to Cube



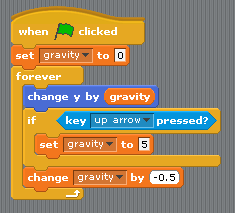
# Finished Product:

# 

# Challenges

Can you improve the game by implementing some of the following features?

1. Change the cube to an animated person sprite (stick figure drawings are fine)
2. Direction:
   1. Right / left
   2. Can you do it with a variable (e.g. **horizontalSpeed**)
3. Level:
   1. Add another platform to jump to (and a penalty for miss-timing jump)
   2. Add a collectible (e.g. gold coin)
4. Add enemies and scoring
5. **Extension: Flappy Bird Challenge**
   1. Remove the “*if touching platform block / stop gravity*” and halve anti-gravity boost to create **flappy bird** physics:



* 1. Make flappy bird green pipes appear to scroll across room on x-axis
  2. Randomize height of green flappy bird pipes that appear
  3. Have the green flappy bird pipes continuously appear (indefinitely)