

ANGRY BIRDS

'Angry Bird' Sprite

```
when clicked
  go to x: -175 y: -95
  set Score to 0
  repeat until touching edge?
    point in direction 0
    go to x: -175 y: -95
    ask "What angle should I fly at?" and wait
    turn answer degrees
    repeat until touching edge? or touching Pig?
      move 3 steps
      if touching Pig?
        change Score by 1
  say "Bad luck!" for 4 secs
  stop all
```

Sets the start position of the angry bird.

Keep playing the game until the angry bird hits the screen edge.

Get the user to input the flying angle.

Let the bird fly until it touches the screen edge or hits the pig.

When the angry bird hits the pig, increase the score by 1.

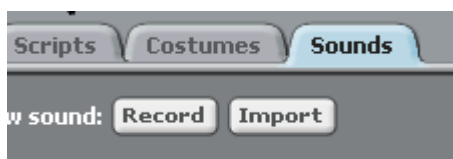
'Pig' Sprite

```
when clicked
  forever
    if touching Angry Bird?
      wait 0.5 secs
      go to x: 180 y: pick random -150 to 150
```

Change the pig's position on the screen after each go.

Make your Game even Better!

Add a sound effect!



Make the pig change colour!

```
when clicked
  clear graphic effects
  forever
    if touching Angry Bird?
      wait 0.5 secs
      go to x: 180 y: pick random -150 to 150
      change color effect by 25
```