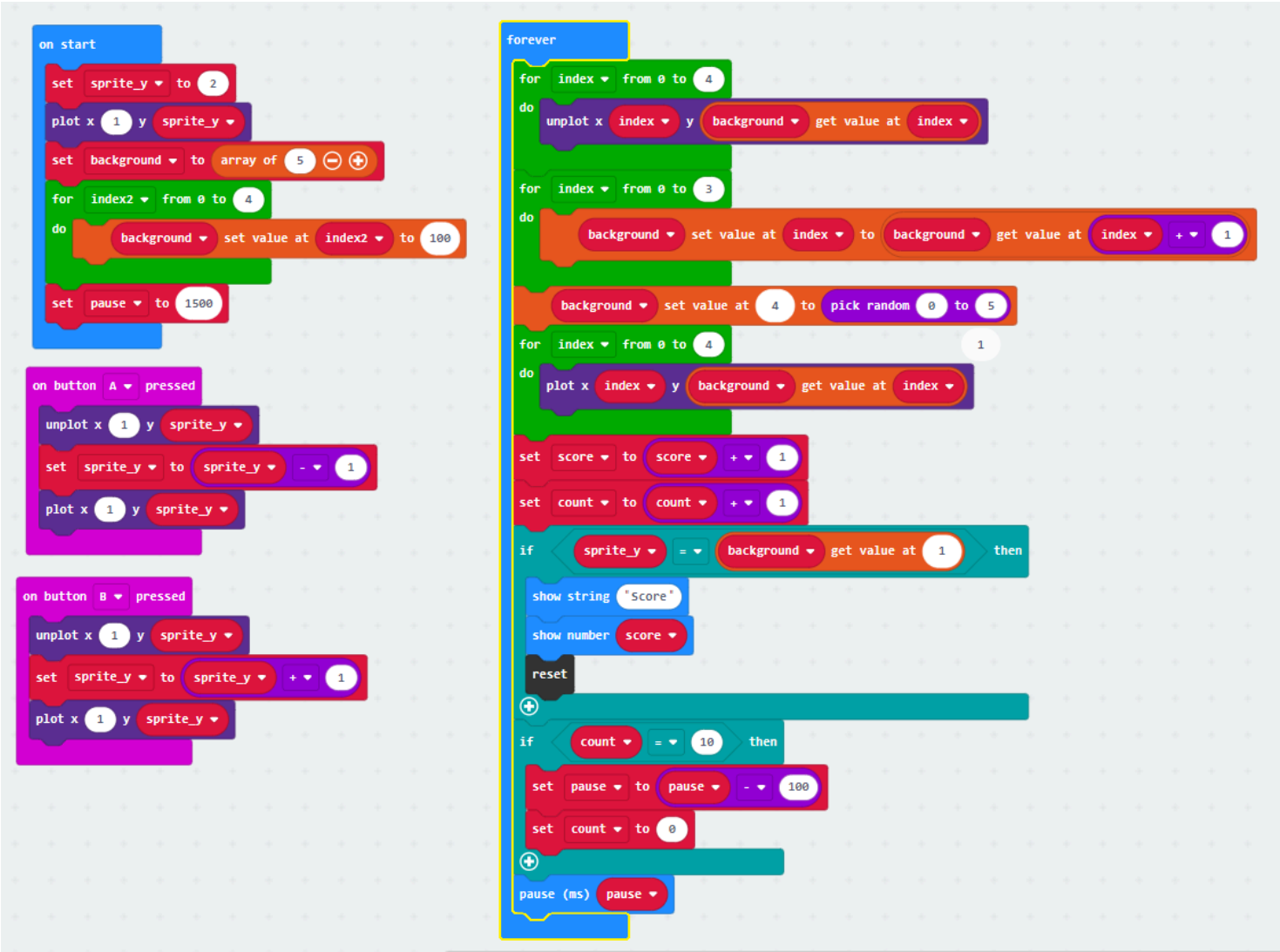
FLAPPY BIRD


on start
set sprite_y to 2
plot x 1 y sprite_y
set background to array of 5
for index2 from 0 to 4
do background set value at index2 to 100
set pause to 1500
on button A pressed
unplot x 1 y sprite_y
set sprite_y to sprite_y - 1
plot x 1 y sprite_y
on button B pressed
unplot x 1 y sprite_y
set sprite_y to sprite_y + 1
plot x 1 y sprite_y
forever
for index from 0 to 4
do unplot x index y background get value at index
for index from 0 to 3
do background set value at index to background get value at index + 1
background set value at 4 to pick random 0 to 5
for index from 0 to 4
do plot x index y background get value at index
set score to score + 1
set count to count + 1
if sprite_y = background get value at 1 then
show string "Score"
show number score
reset
if count = 10 then
set pause to pause - 100
set count to 0
pause (ms) pause