

# SilverCoders

DIGITAL LITERACY IMPROVEMENT THROUGH EFFECTIVE  
LEARNING EXPERIENCES FOR ADULTS



## CHALLENGE #30 **FALPY BIRD**

### CODING TRAINING PROGRAMME **FOR +55 ADULTS**



**SILVER CODERS**

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# STRUCTURE OF THE CHALLENGE

## DESCRIPTION

In this challenge you are going to analyse an existing game that replicates the traditional game play of Flappy Bird.

## GENERAL GOAL

In this case we will use a very simple game and assess each of its complex features. At this stage, you've done enough exercises to understand how Gdevelop works.

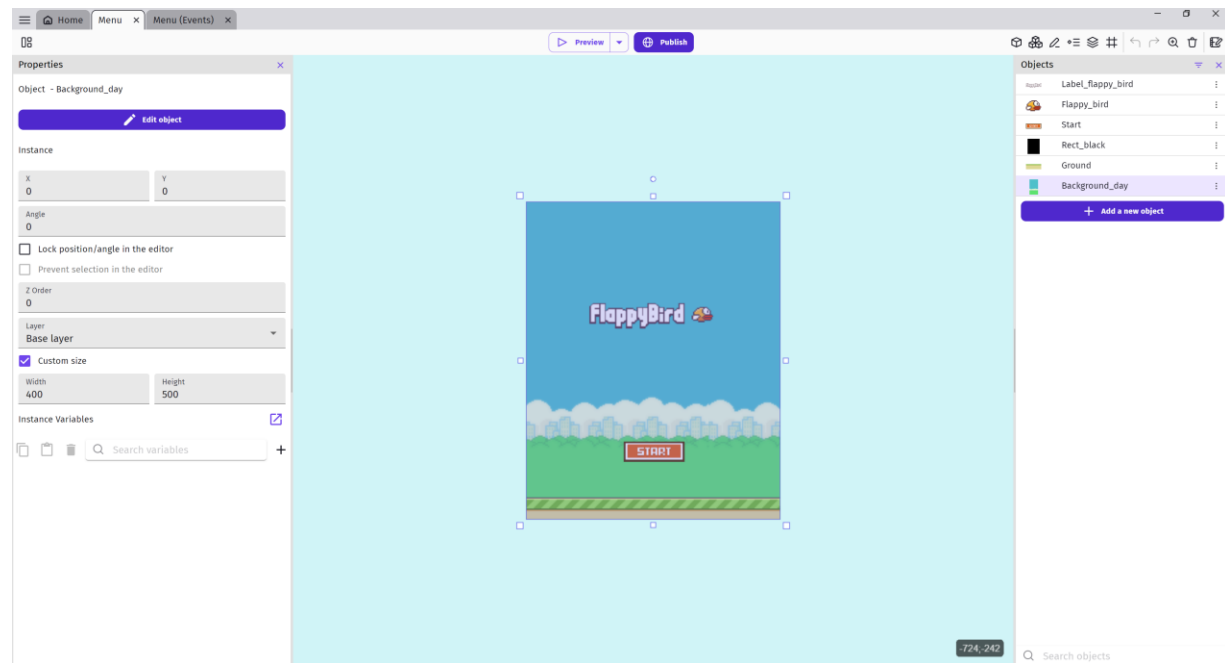
## LEARNING OBJECTIVES

In the end of this challenge, you will be able ...:

- To have experience with a visual programming suite and be able to code standard small piece of software with it.
- Know what statements and command lines are and what they mean for a compiler.
- To be able to write instructions using correct syntax and with minimal errors.
- Know what operators are, what they do and which symbols stand for which operators.
- To be able to understand the assignment of values to variables and how to change them.
- To know all the basic arithmetic operations and how to use them.
- Recognize and know how to use all the data structures related to numbers.
- To know the structures linked to the use of text, such as strings and characters.
- To be able to use If statements correctly to execute code according to a certain defined fixed condition.

# INSTRUCTIONS

This is your initial setup for the complete application. As usual, the first thing you should do is to preview it and see how it works.



In this challenge, analyse:

- How you can have different **Scenes** in a game and how you can transition between them (**Change the scene**).
- Play sounds
- Change the order of object visibility (**z-order**)
- Create **Objects** during the game
- Create scores and display high-score

# RESOURCES

Challenge 30