

Flappy thing

Flappy thing help file!

Dear game makerist... Thank you for purchasing this basic flappy bird engine!

What you need to know?

First...

There is NO NEED to know ANY GML!!!

Second

You need to know how to read broken english!

How to reskin?

First...

Literally.. Just change sprites :D Engine will work good if you keep ALL image sizes though.

Second

There is **THREE** types of background.

Floor, Main background and Top layer. You can use top layer for creating parallax effect or something.

1. **Background0 MUST BE FLOOR**
2. **Background1 MUST BE MAIN BACKGROUND**
3. **Background2 MUST BE LAST LAYER**

What about resolution?

Well... If you planning to make HTML5, i have prepared small object called obj_scaler. Just put it in room and you will get self scaling resolution!

HOWEVER If you plan to release game on windows or android, please delete that object from room!!!

How to setup?

All what you need in your room is **obj_control** object! And little tweaking if you don't like default values.

Create event

There you find TWO lines of code.

First :

```

///Init game
game_init(start speed,gravity,flap power*,max angle**,use lvl***);
* How far your player will get when you tap/flap
** Sprite will automatically turn angle up and down while going up and down. This is max
angle of angle turning.
*** You can choose true or false. If you use false, nevermind. If true USE NEXT LINE
level_up_init(how many points to lvl up*,how many speed add**);
* Well... This is like... If you write 5, here. You got level up every 5 points.
** And if you use... 1 here (for example) Game will speed up 1 every level.

```

Also... **you can speed up game manually anytime** with script :

```
speed_up(how many speed add);
```

Alarm[0]

You find this code here:

```

slope_create(slope height*, gap between slopes**, slope delay);
* Height of barriers. Is better to change this to something like : random_range(min
height,max height).
** Gap size between slopes
*** If you wrote 1, there will be created barrier every second. If 2, every two seconds e.t.c.

```

And... That is all! (almost)

Misc scripts

`game_start();` - This start game... I set this to global left button in default.

`speed_up(number)` - This will speed the game

`flappy_die();` - this wil... Well... Kill flappy thing

Important variables. (if you want checkor draw them)

global.spd - current speed of game

global.lvl - current level

global.scr - current score