

Project Name: AI Flappy Bird

In this project, you will create a version of the popular game Flappy Bird using the Scratch 3.0 for AI platform. The twist? Instead of using your keyboard, you'll control the bird using your nose movements, which the AI will track using facial landmark detection.

Free LMS Access

Hands-on-activity

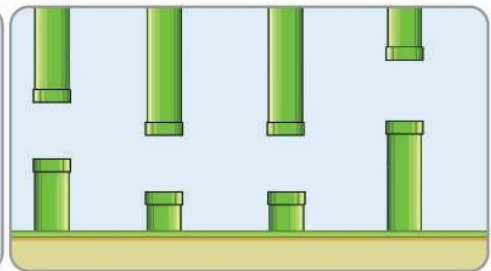
Step 1: Begin by clicking on the "Add Extension" button in your Scratch 3.0 for AI interface.



Step 2: From the list of available extensions, select "Pose detection".

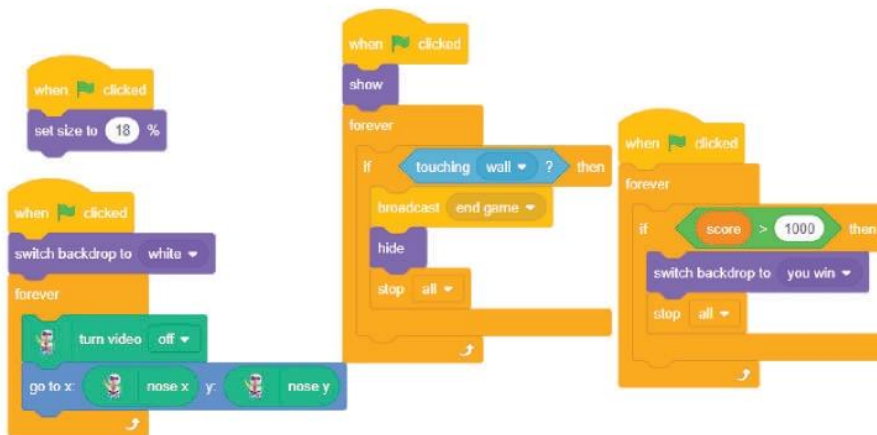


Step 3: Add required sprites



Step 4: Now add a backdrop



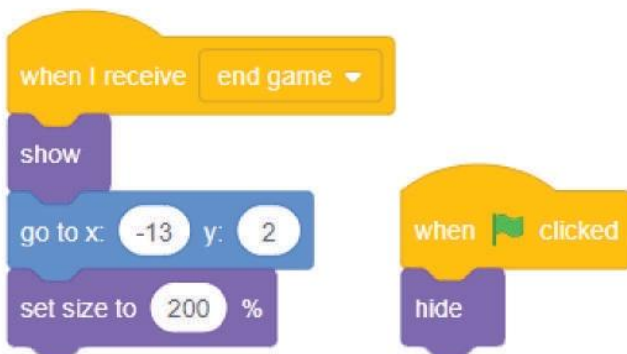
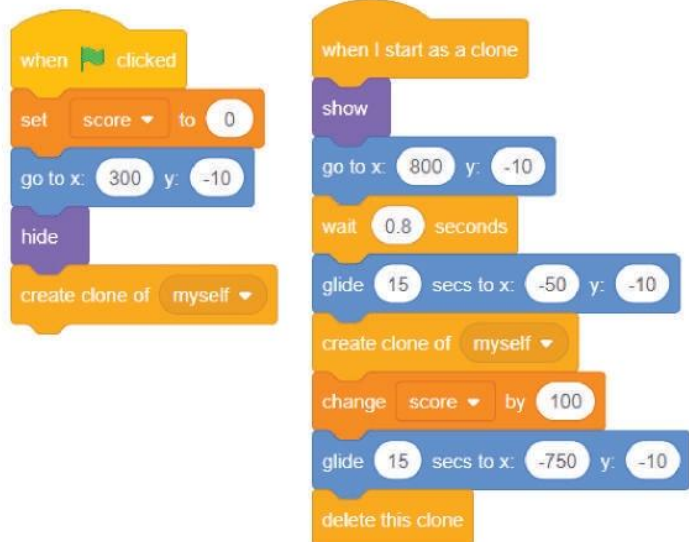


Step 5: Script for bird

This block uses nose detection to control a sprite's movement, checking for collisions with walls to end the game and hiding the sprite if a collision occurs. If the player's score exceeds 1000, the backdrop changes to a "You Win" screen. The game continuously updates the sprite's position based on the nose's coordinates and includes conditions for both winning and losing.

Step 6: Script for wall

This Scratch script sets the score to 0, positions the sprite, and then creates a clone that moves across the screen from right to left, changing the score by 100 each time it reaches a certain point. The clone repeats this movement, creating another clone before it deletes itself, enabling continuous object generation and scoring as the player progresses.



Step 7: Script for Game over

This Scratch script makes a sprite appear at a specific position and size when it receives the "end game" message, likely to display a game over the screen. The sprite is initially hidden when the green flag is clicked, ensuring it only appears at the end of the game.

REMIX: Play a Sound Effect

Add a Sound: When the "end game" message is received, play a sound effect (e.g., a sad trombone or a crash sound) to signal the end of the game.