Game Over | **Stage**

Scripts | Backgrounds | Sounds

when 🚩 clicked
switch to background Title

when I receive Start Game
switch to background Game

when I receive Game Over
switch to background Game Over
stop all 🛑

when I receive Start Game
set Time to 0
forever
  wait 1 secs
  change Time by 1

when I receive Game Over
forever if High Score < Time
  set High Score to Time

🚩 🛑

Time 9

High Score 9

Game Over

Try Again

x:-585 y:64

New sprite: ⭐ 📁 ❓

Start | Parrot | Ground | Try Again... | Pipes

Game Over
Stage

Start

x: 10   y: -114 direction: 90

Scripts | Costumes | Sounds

when 🏳 clicked
show

when Start clicked
hide
broadcast Start Game ▾

Time 9

High Score 9

Game
Over

Try
Again

x: -942   y: 146

New sprite:

Start
Start

Parrot

Ground

Try
Again
Try Agai...

Pipes

Game
Over

Stage

Parrot

Ground

x: 2   y: -176 direction: 90

Scripts | Costumes | Sounds

when 🚩 clicked
hide

when I receive Start Game ▾
show

when I receive Game Over ▾
hide

Time **9**

High Score **9**

Game Over

Try Again

x: -842   y: 156

New sprite:

Start — Start
Parrot
Ground
Try Agai... — Try Agai...
Pipes

Game Over

Stage

Try Again Button

Pipes

🔒

x: -130 y: -14   direction: 90

Scripts | Costumes | Sounds

when 🏳 clicked
hide

when I receive Start Game ▾
show
set size to 200 %
go to x: 240 y: 22
forever
  change x by -5
  if ⟨ x position < -240 ⟩
    go to x: 240 y: pick random 100 to -100

when I receive Game Over ▾
hide

Time 9

High Score 9

Game Over

Try
Again

x: -811   y: 134

New sprite:

Start
Start

Parrot

Ground

Try
Again
Try Agai...

Pipes
Pipes

Game
Over
Stage