How to Make a Game Like Flappy Bird in Swift

Step 11: Animation and Rotation

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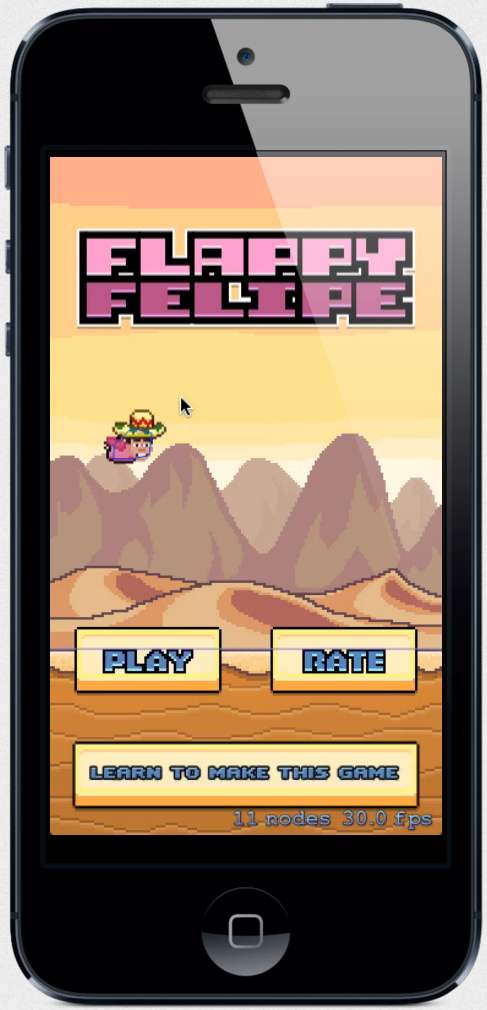
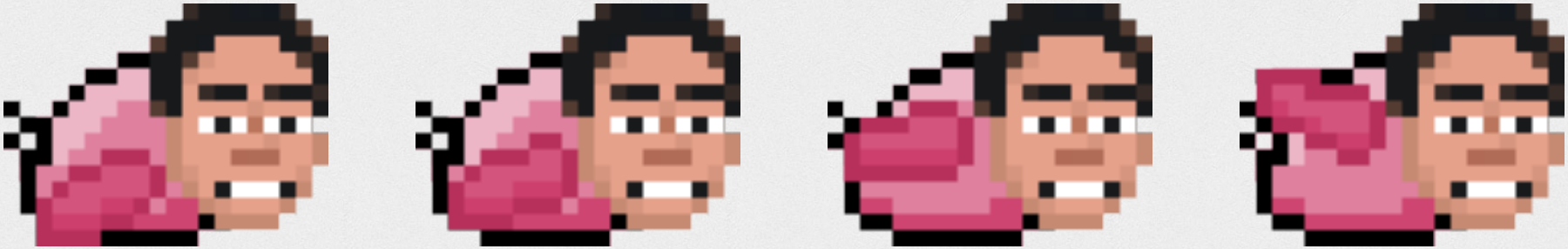

FLAPPY FELIPE
PLAY
RATE
LEARN TO MAKE THIS GAME
11 nodes 30.0 fps

Animation



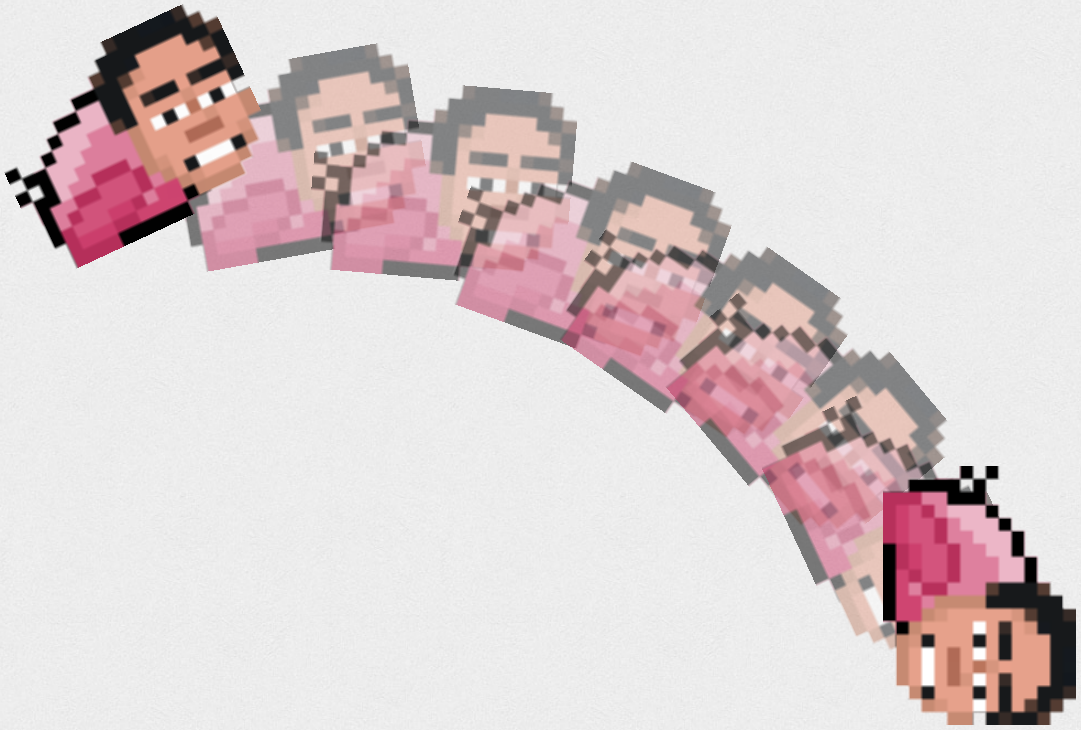
- Create **SKTexture** for each, put in an array
- Run **animateWithTextures(_:timePerFrame:)** action

Demo: Animation

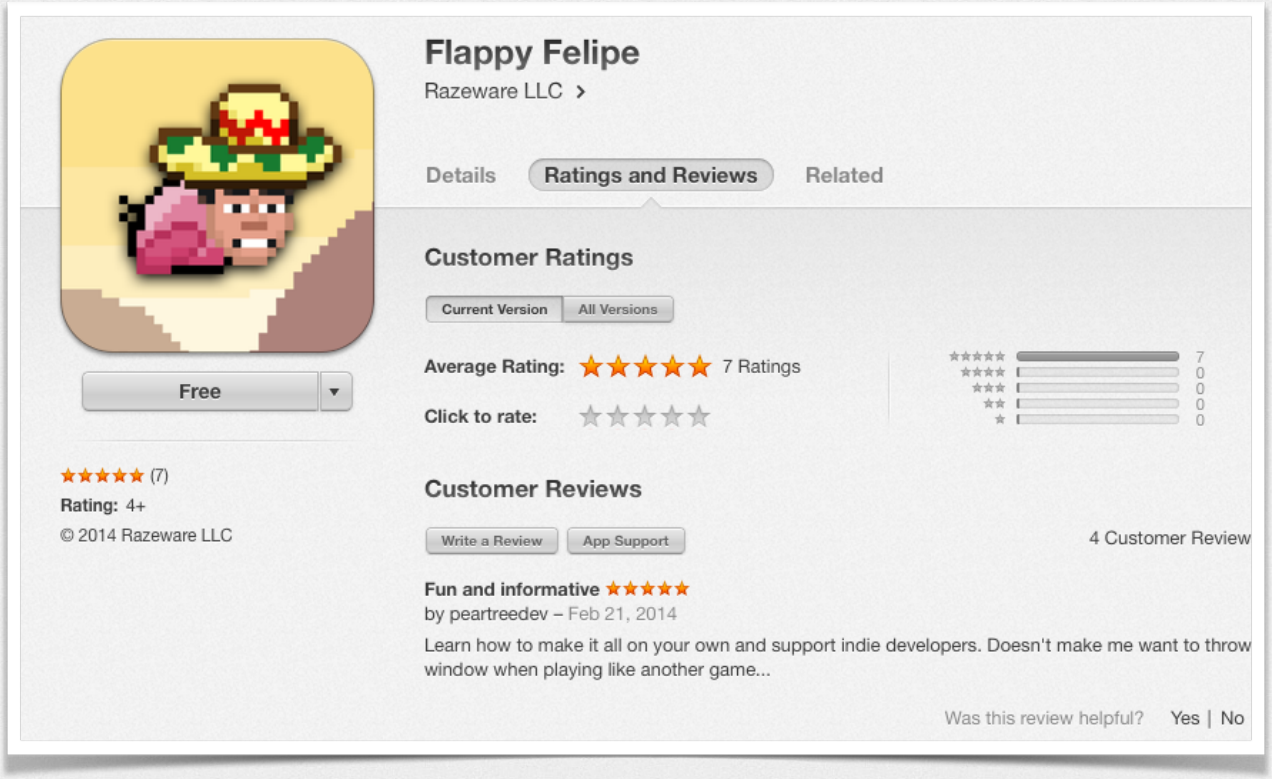
Rotation

- Angular velocity: radians to rotate per second

Moving up: +1000 degrees/second



Moving down: -1000 degrees/second

Demo: Rotation

Challenge Time!