

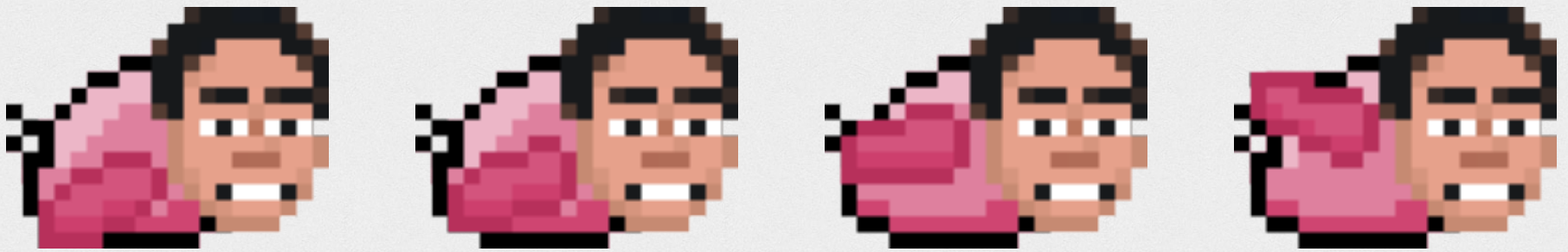
How to Make a Game Like Flappy Bird in Swift

Step 11: Animation and Rotation



raywenderlich.com

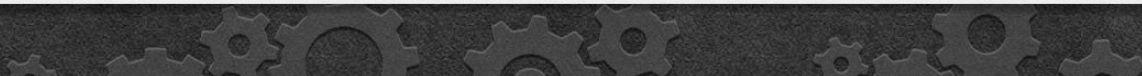
Animation



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



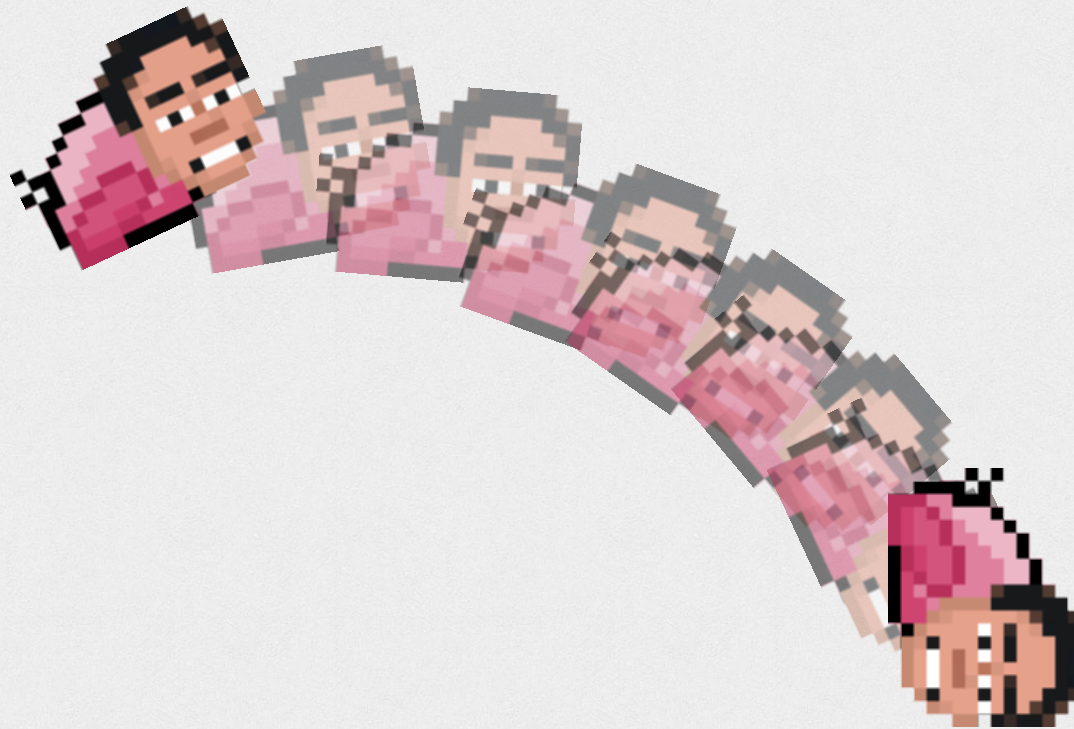
Demo: Animation



Rotation

⚙ Angular velocity: radians to rotate per second

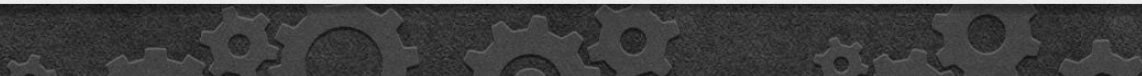
Moving up: +1000
degrees/second




Moving down:
-1000 degrees/
second

raywenderlich.com

Demo: Rotation



Challenge Time!



Free

Flappy Felipe

Razeware LLC >

Details Ratings and Reviews Related

Customer Ratings

Current Version All Versions

Average Rating: ★★★★★ 7 Ratings

Click to rate: ★★★★★

★★★★★	7
★★★★	0
★★★	0
★★	0
★	0

Customer Reviews

Write a Review App Support 4 Customer Review

Fun and informative ★★★★★
by peartredev – Feb 21, 2014

Learn how to make it all on your own and support indie developers. Doesn't make me want to throw window when playing like another game...

Was this review helpful? Yes | No

★★★★★ (7)
Rating: 4+
© 2014 Razeware LLC