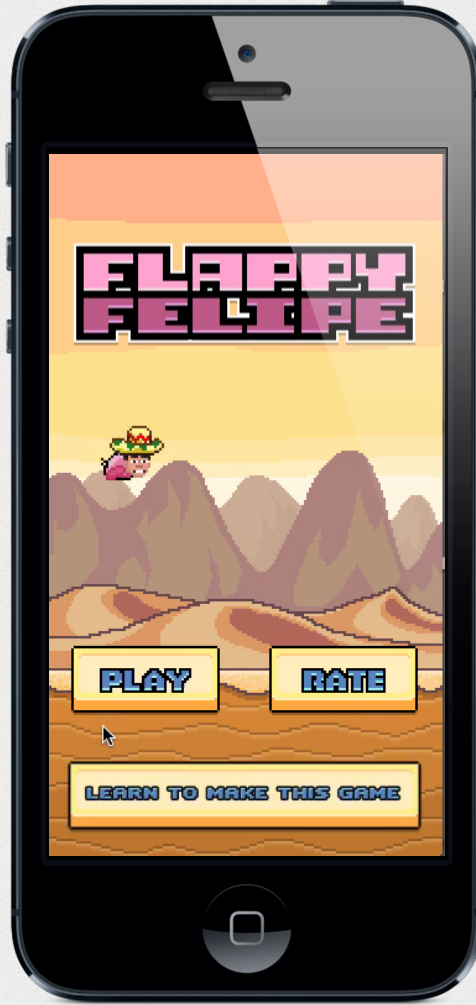
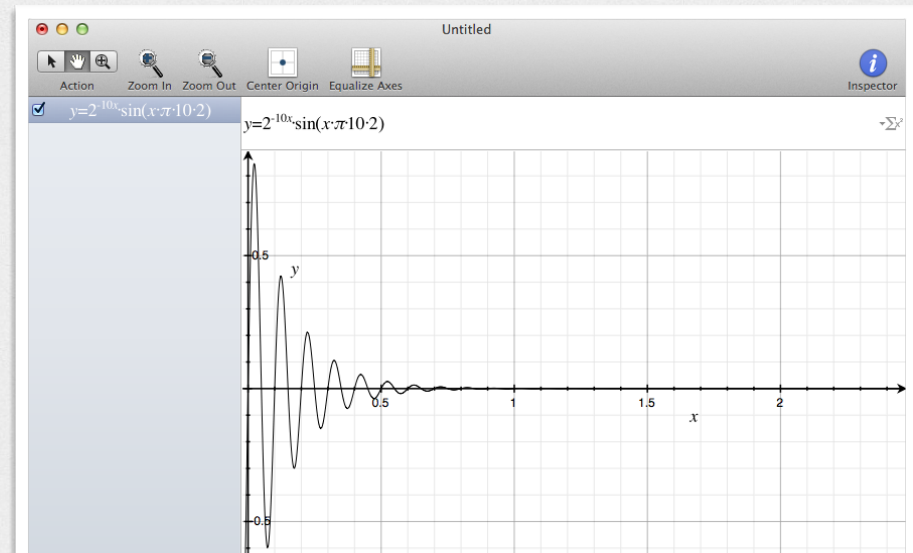


# How to Make a Game Like Flappy Bird in Swift

Step 12: Finishing Touches



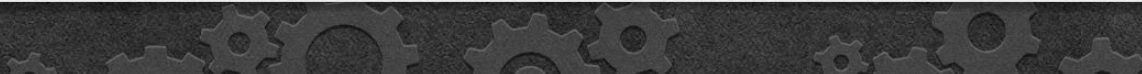
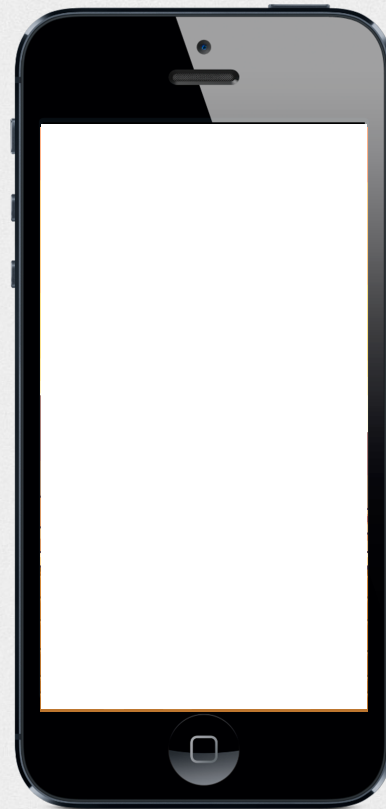
# Shake



```
let shake =  
    SKAction.screenShakeWithNode(worldNode,  
        amount: CGPoint(x: 0, y: 7.0),  
        oscillations: 10, duration: 1.0)  
worldNode.runAction(shake)
```

# Flash

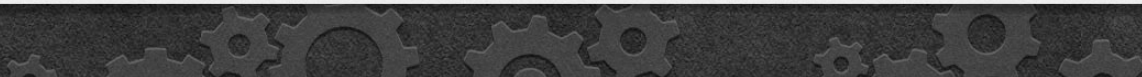
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# Demo: Shake and Flash

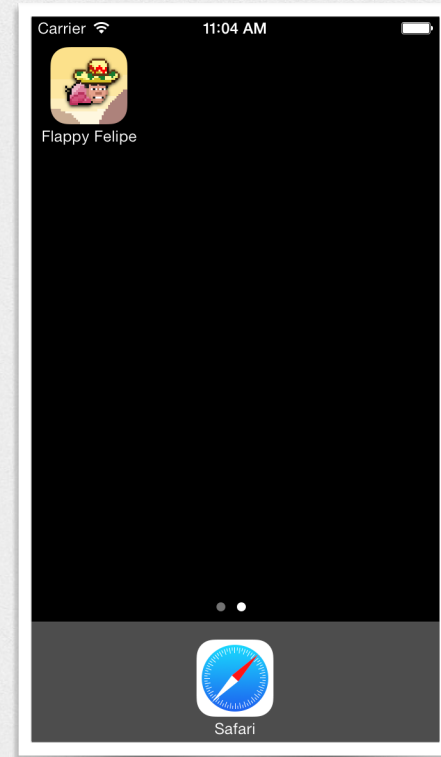
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# Finishing Touches

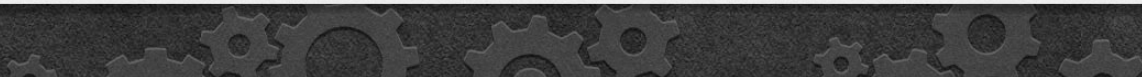
---

- ⚙️ Player wobble
- ⚙️ Bug fixing
- ⚙️ Debug draw
- ⚙️ Icon and launch images



# Demo: Finishing Touches

---



# Challenge Time!

**Flappy Felipe**  
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★★★	0
★★	0
★	0

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