

Lesson 4

Worksheet 3 - Tasks

1. Use the variable *“speed”* to control movement up-and-down as well as side-to-side.
Paste code from the Bird class below:

2. *Add a feature so you can change the speed of the bird. E.g., add a script that increases the speed when you press 'f'. Add a script that will reset the Bird's speed to 3 when 'r' is pressed. (To increase the speed, you can use the calculation `self.speed = self.speed + 1`). Paste the new code from your Bird sprite below:*

3. *Can you create a new second variable that allows the bird to have different speeds for up-and-down movement and side-to-side movement? Paste the code from your Bird sprite below:*

Extensions

1. *Print the new values of the horizontal and vertical speeds whenever your program changes them. Paste the new code from your Bird sprite below:*