

TEAM MEMBERS
VAIBHAV PITHAVA
SHAILI TANDEL
AAYUSHI SHAH







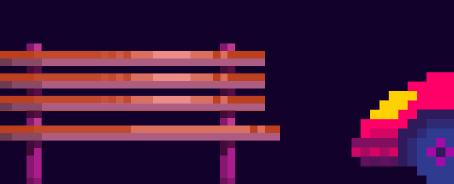
PROBLEM STATEMENT

- Retro-style 2D Side-Scrolling web game
- Features multiple rounds with increasing difficulty.
- Players earn points to purchase items in the in- game store.
- Also there will be a Intigrated Leaderboard Based on the number of "Tree Plants" Purchased by the Players
- For each "Tree Plant" we will Plant one tree in real life.

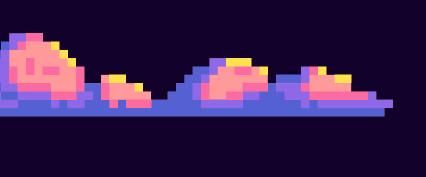
NOTE:- For Monetization

- -> we will use In-Game Ads: Optional ads for extra points or items.
- -> In-App Purchases: Purchase points or exclusive items with real money.

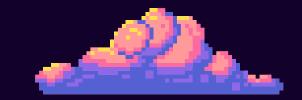




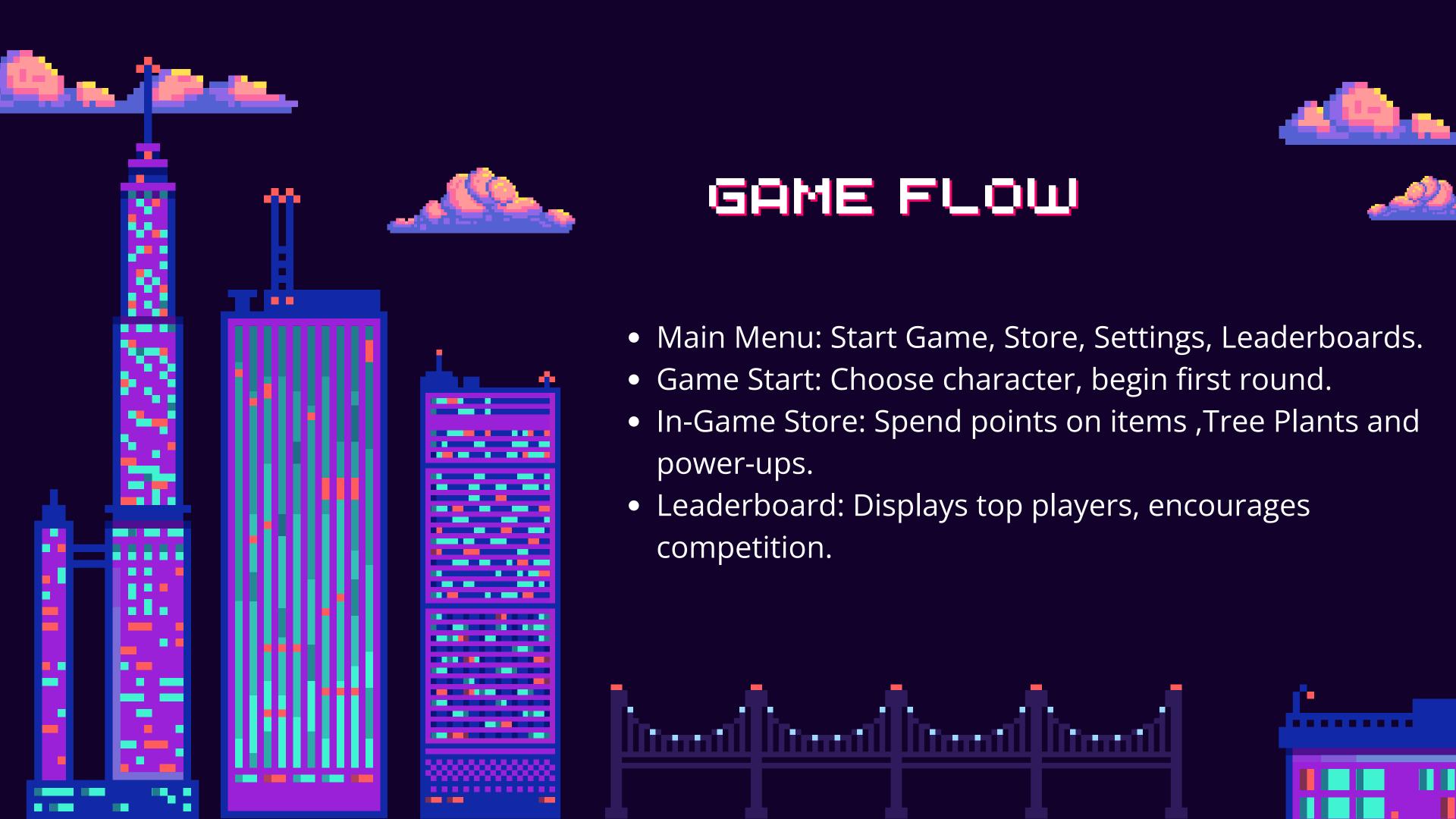








- BASIC CONTROLS: TAP OR CLICK TO FLAP AND AVOID OBSTACLES.
- OBSTACLES: VARIOUS TYPES, INCREASING IN DIFFICULTY.
- ROUNDS: DIFFERENT THEMES AND CHALLENGES IN EACH ROUND.
- POINT SYSTEM: EARN POINTS FOR DISTANCE AND OBSTACLE CLEARANCE.
- GAME STORE: SKINS, POWER-UPS, THEMES, TREE PLANTS.
- ART STYLE: RETRO, PIXELATED GRAPHICS.

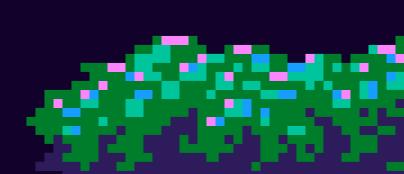






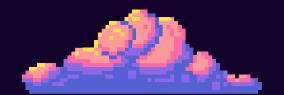
OUR TECHNOLOGY STACK

- or Frontend: HTML5, CSS3, JavaScript
- Backend: JavaScript/Python and Pygame Library
- Database: MySQL.
- Deployment: GitHub.





OUR VISION



- Create a nostalgic yet modern gaming experience that brings the simplicity of classic games to the web.
- Provide an engaging platform where players can challenge themselves, customize their experience, and compete globally.
- Build a community around shared love for retro games, fostering creativity and competition.
- We are also Contributing our share in the Environmental

 Sustainability by giving the option to purchase a "Tree Plant" in real life through our game.

