



HariBird's Tiny Wing Escape

HariBird's Tiny Wing Escape is a modernized, assembly-language arcade game inspired by Flappy Bird and Haribird. It blends retro aesthetics with improved performance, responsive controls, and enhanced audio-visuals. Designed as a tribute to classic gaming and low-level programming, it preserves the original's addictive gameplay while meeting modern expectations through technical precision and creativity.



Trivia

- 🔧 HariBird's Tiny Wing Escape is written entirely in x86 assembly language, showcasing the complexity and precision involved in low-level game development.
- 🏰 The project was inspired by the cult phenomenon Flappy Bird and its lesser-known but technically ambitious counterpart Haribird.
- 🐦 The name "HariBird" pays homage to Haribird, itself a wordplay blending Flappy Bird with a retro-tech aesthetic.
- 💾 The game runs in 80x25 text mode, emulating old-school DOS visuals using clever character manipulation rather than pixel graphics.
- 🔊 Audio cues in this version are generated directly through system-level beeps and tones, reinforcing the retro-arcade vibe.
- 🧠 Developing in assembly requires manually managing memory, CPU registers, and timing – making every frame of gameplay a feat of technical precision.
- 🎮 The game is playable via DOSBox, allowing modern systems to emulate the original runtime environment of vintage PCs.



How to Play

How to Play:

- **Start the Game:** The game begins with a difficulty selection screen. Choose your level 1. Easy; 2. Medium; 3. Hard.
- **Flap Mechanics:** Press the Spacebar to make the bird flap and ascend; releasing it allows the bird to descend.
- **Timing is Key:** Carefully time your flaps to maneuver through narrow pipe openings.
- **Avoid Collisions:** Hitting a pipe or falling to the ground ends the game.
- **Scoring:** Earn one point for every set of pipes you successfully pass through.



Objective

Objective:

Navigate the bird as far as possible through a continuous series of vertically aligned obstacles (pipes), avoiding collisions to keep the game going. The farther you go, the higher your score.

Group 3

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"Code Low. Flap High.
Escape the Pipes."

