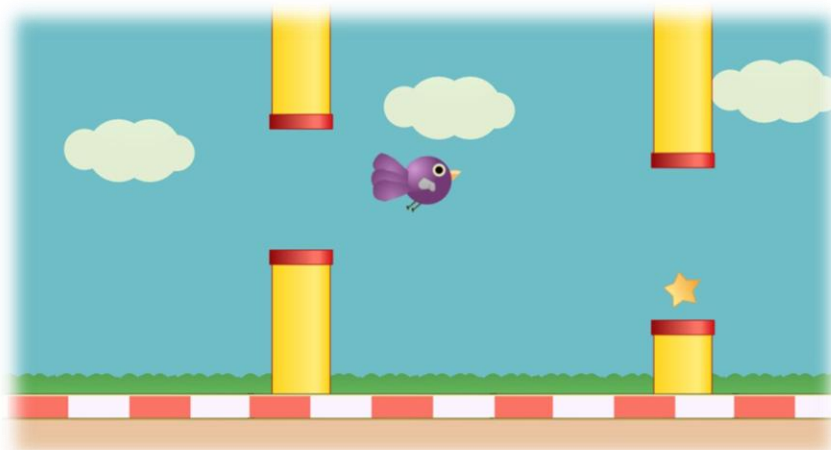




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CS 458: Game Application Development  
Unity Lab Assignment 3 (Project Phase 3)

## The Flappy Bird



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### 1. Goal

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The goal of this phase is to write a **Game Design Documentation** of your developed flappy bird game.

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### 2. Requirements

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1. Write a complete **Game Design Documentation** that describes the developed game in detail. The documentation should include the followings:
  - **Game Title:** Change the game title based on the selected character (e.g., flappy bird, flappy fish, flappy batman, ... etc)
  - **Game idea:** state an overview of the game which highlights the general idea and motivate the selection of the game (e.g., Why you choose this game?)
  - **Target Audience:** state the target audience and motivate the selected audience (e.g., why you select this audience? Is it an interesting game for the selected audience?)

- **Game Genre:** state the genre of the game and explain why you categorized the game under the selected genre.
- **Character:** state in a brief way the chosen character and the motivation of selecting this character (Why you choose this character?)
- **Gameplay:** state in details the challenges in your developed game and the actions provided to the user.
- **Challenge type**
- **Termination condition of your developed game**
- **Rewards:** provide a brief description of the rewards (kind of rewards and when to provide the selected rewards to the player)
- **Future Work:** Suggest a future improvement for the game (e.g., adding challenges, adding actions, adding rewards, etc.)

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### 3. Documentation Format

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1. Your documentation should be formatted as follows:
  - Cover page: add a cover page which includes the followings:
    - University and College Logos
    - Game Title
    - Your Name
    - Your ID
    - Academic Year 2024/2025
  - Font: use Times New Roman and set the font size to 14.
  - Alignment: use left to right alignment with justify.

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### 4. Grading and Submission

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- This assignment should be solved individually.
- The Assignment is out of **10 marks**.
- Submit the final implementation of the game as well as the documentation in the Blackboard **no later than Tuesday 2/12/2025 10:00 PM.**
- Before submitting the final implementation of the game, ensure that all the required functionalities of assignment 1 (phase 1) and assignment 2 (phase 2) are working correctly and perfectly without any bugs. Any missing functionality will reduce the final mark.

Good Luck ...  
Happy Gaming ...