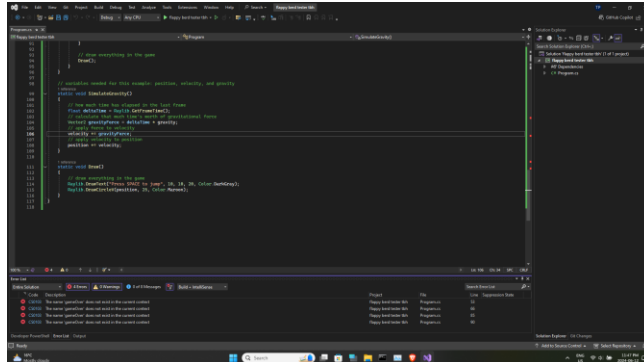


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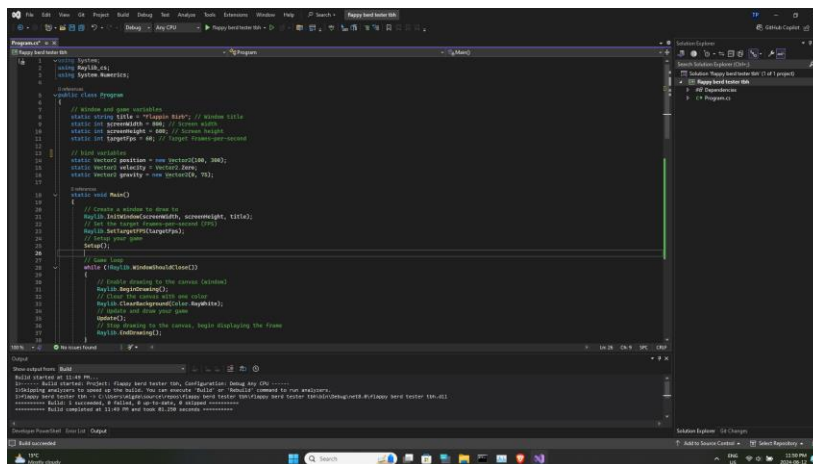
1st code revision: starting out, and already found bugs/errors

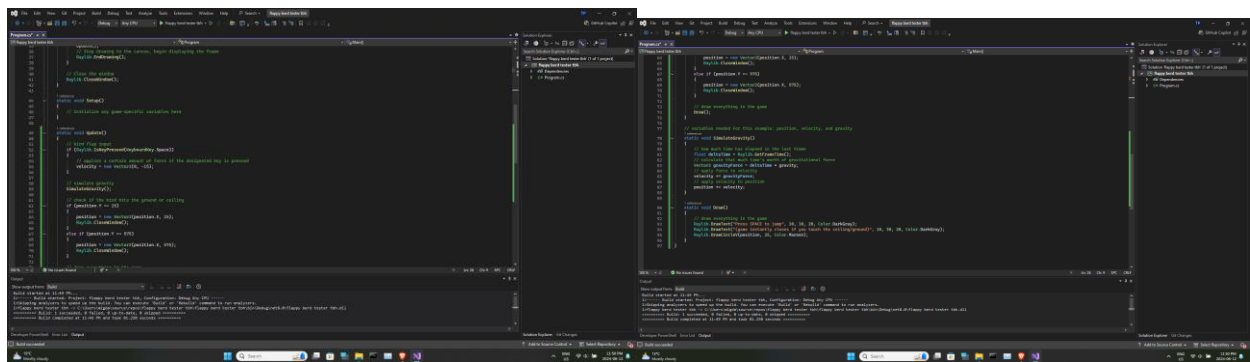


2nd code revision: polishing/removing small stuff

3rd code revision: removed the “Press R to restart” parts and made it so that when the bird hits the ground/ceiling, the game window would close.

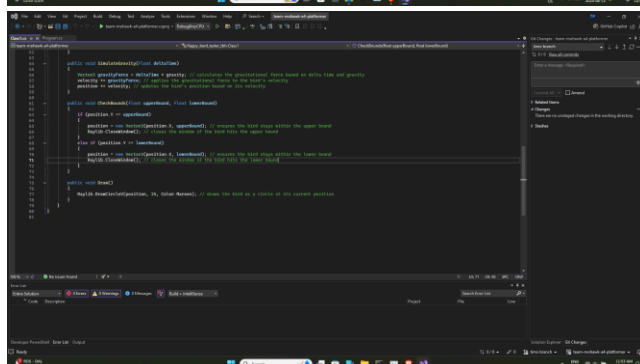
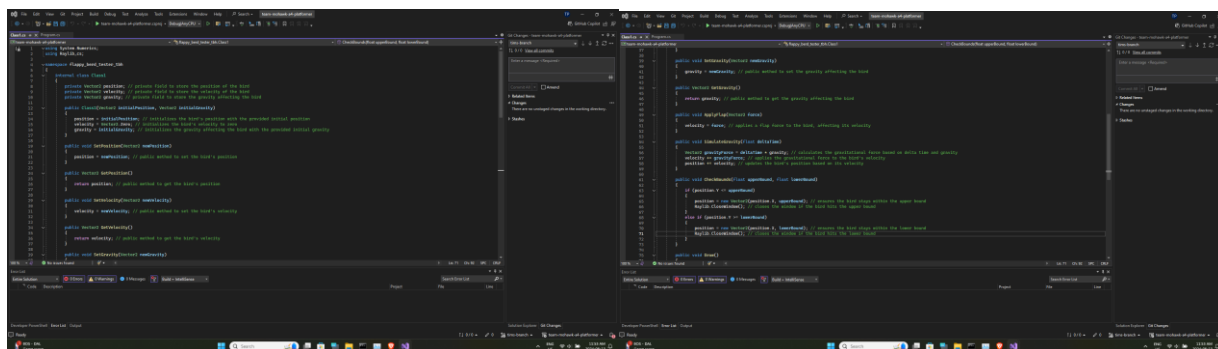
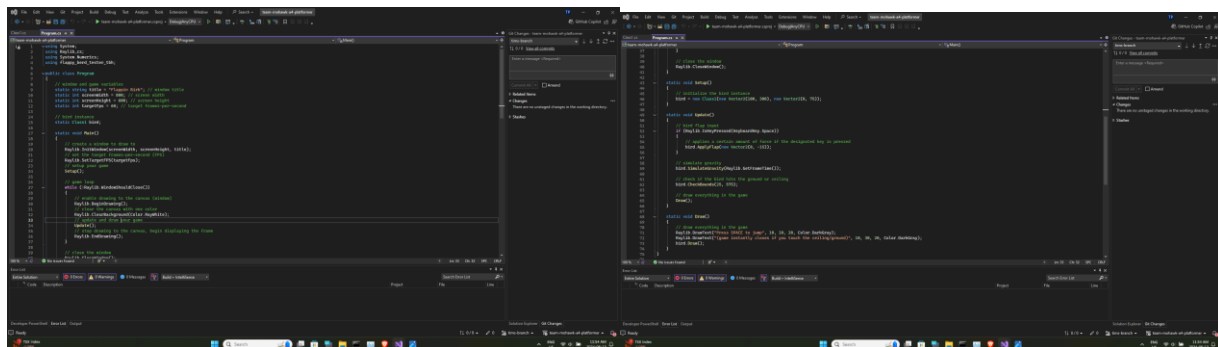
Planned to make it so that when the bird hits other obstacles (laser walls), the game window would close as well.





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4th code revision: added classes/rewrote some parts of the code, and added class for the bird as well



4.5th code revision: changed certain stuff from “flappy berd tester tbh” to “team_mohawk_a4_platformer”

