**HTTP5111-FlappyBird**

An enhanced version of flappy bird will be built using HTML, CSS & JavaScript. Whenever the user clicks on the screen, the flappy bird will jump. The goal is to achieve as higher score as he can by dodging the obstacles.

**Animations**

Animations will be used in the following ways  
- When a click event is triggered, the flappy bird will jump

- The obstacles of the background will be moving through animation

**MVP**

This game includes the basic features of the Flappy Bird

- Random obstacles appear in the UI

- Game loses while the bird hits the obstacles

- Score calculations based on the time passed

- Increase difficulty (Speed) based on the time passed

**Additional Features**

Apart from the basic features of flappy bird, extra enhancement will be added in the game to provide more excitement!

- Additional items that adds score

- Additional items that change the bird size

- Score Board that store previous record on cookies

**Reference**

“[The Easiest Flappy Bird Tutorial Ever? - Beginner Javascript Game](https://www.youtube.com/watch?v=3SsYZDJdeXk)” by KnifeCircus will be used as a reference for the Flappy Bird Game on some basic setting.