WEB PROJECT PROPOSAL

FLAPPY BIRD

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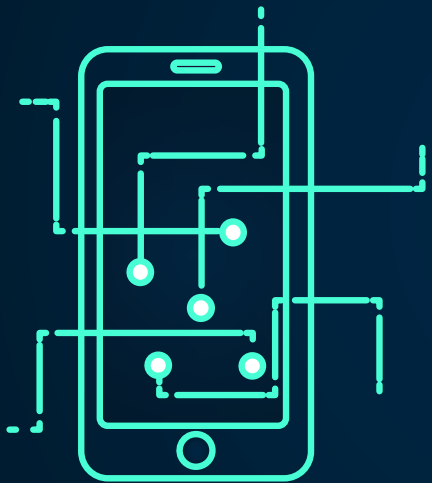
ABOUT THE PROJECT

➢ **Flappy Bird** is a popular mobile game, whose goal is to let birds pass more columns by clicking the screen to fly for some height. It's an easy game to play because the only two actions for players are to let the bird fly or do nothing (let the bird drop by itself).

➢ **Flappy Bird** is an arcade game where you control a likable bird that has to fly through many obstacles all made up of pipes. Flappy Bird is one of the games that can be created using Python, and when coded correctly the game can be an almost perfect version of Flappy Bird

SCOPE & OBJECTIVES

The aim of the game is to successfully pass the "bird" through these "obstacles" simply by pushing the button

Access to the latest approaches, methods, and theories. Discovering research topics based on the existing research

Gaining an understanding of the fundamentals and state-of-the art of the area.

FEATURES

Flappy Bird is an arcade-style game in which the player controls the bird Faby, which moves persistently to the right

The player is tasked with navigating Faby through pairs of pipes with equally sized gaps at random heights.

Each time the bird passes through the pipes, the score gets incremented by one. The game ends when the bird collides with the pipes or falls down due to gravity

During the game over screen, the player is awarded a bronze medal if they reached ten or more points, a silver medal from twenty points, a gold medal from thirty points, and a platinum medal from forty points.
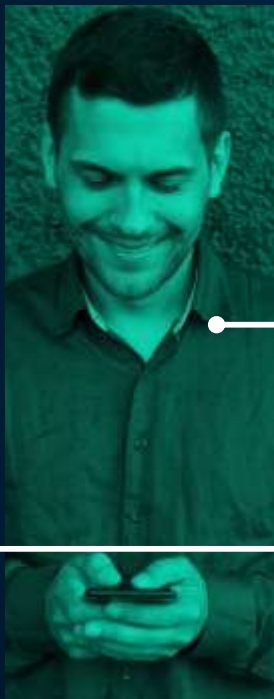
Pros & Cons

Pros

- Simple game
- Free with no in-app purchases
- Nostalgic

Cons

- Breathtaking difficult
- Shallow
- Addictive
- Terrible graphics

THE TEAM

JENNA DOE

You can replace the image on the screen with your own

JOHN DOE

You can replace the image on the screen with your own

JIMMY DOE

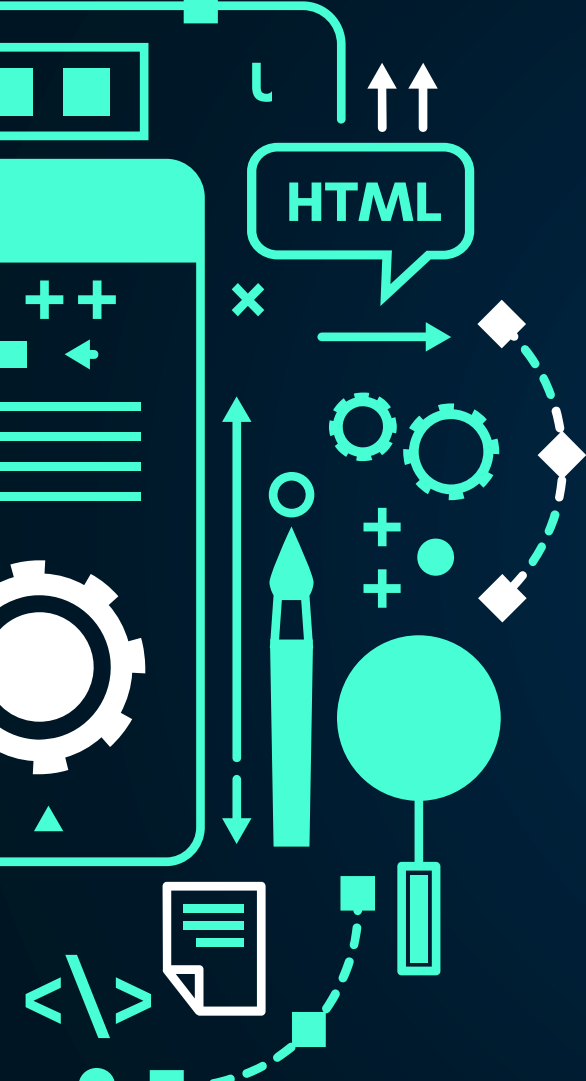You can replace the image on the screen with your own

CREDITS

For the success of any project they need hard work and dedication by every member of that group. But, it largely depends on the support and encouragement given to the team members. We take this opportunity to express ours to the who has been leading and guiding us in the completion of this project.
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- Dr. A.K. Kureshi, (Principal),
- Dr. Zaibunnisa Malik, (Principal Of Un-Aided, H.O.D of Computer Dept.)
- Project guide Lecturer Ms .Sameera Khan (H.O.D of Information Technology Dept, M.H SabooSiddik Polytechnic, Byculla) for providing all the necessary facilities and encouraging us during the course of work.

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THANKS!

Does anyone have any question?