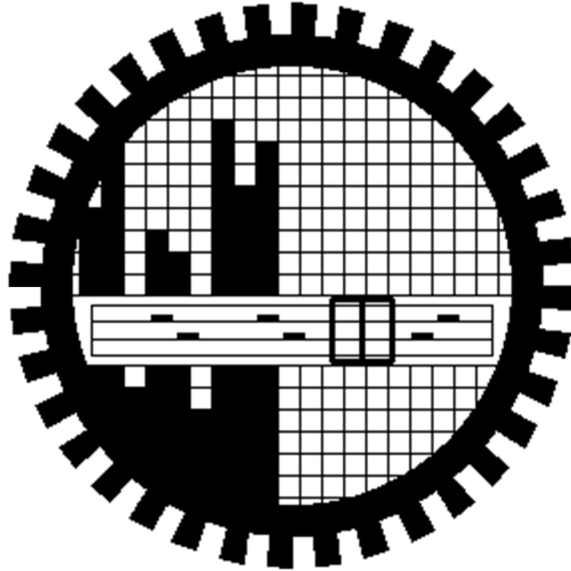


BANGLADESH UNIVERSITY OF ENGINEERING & TECHNOLOGY



Proposal of Term Final Project

Project Name : Angry Birds Rio

Level : 1

Term : 1

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Introduction :

We all have a experience to play "Angry Birds" game in our android phone or ios devices. For lot of excitement about C programming we want to make a shorter version of this game. We will try to keep most of important features of this game in our project. One thing should be mentioned that we can keep those features in our project which can be made using iGraphics tools. In this proposal we will discuss about features which must be kept our project. If we can develop our programming skill , we will try to add more features.

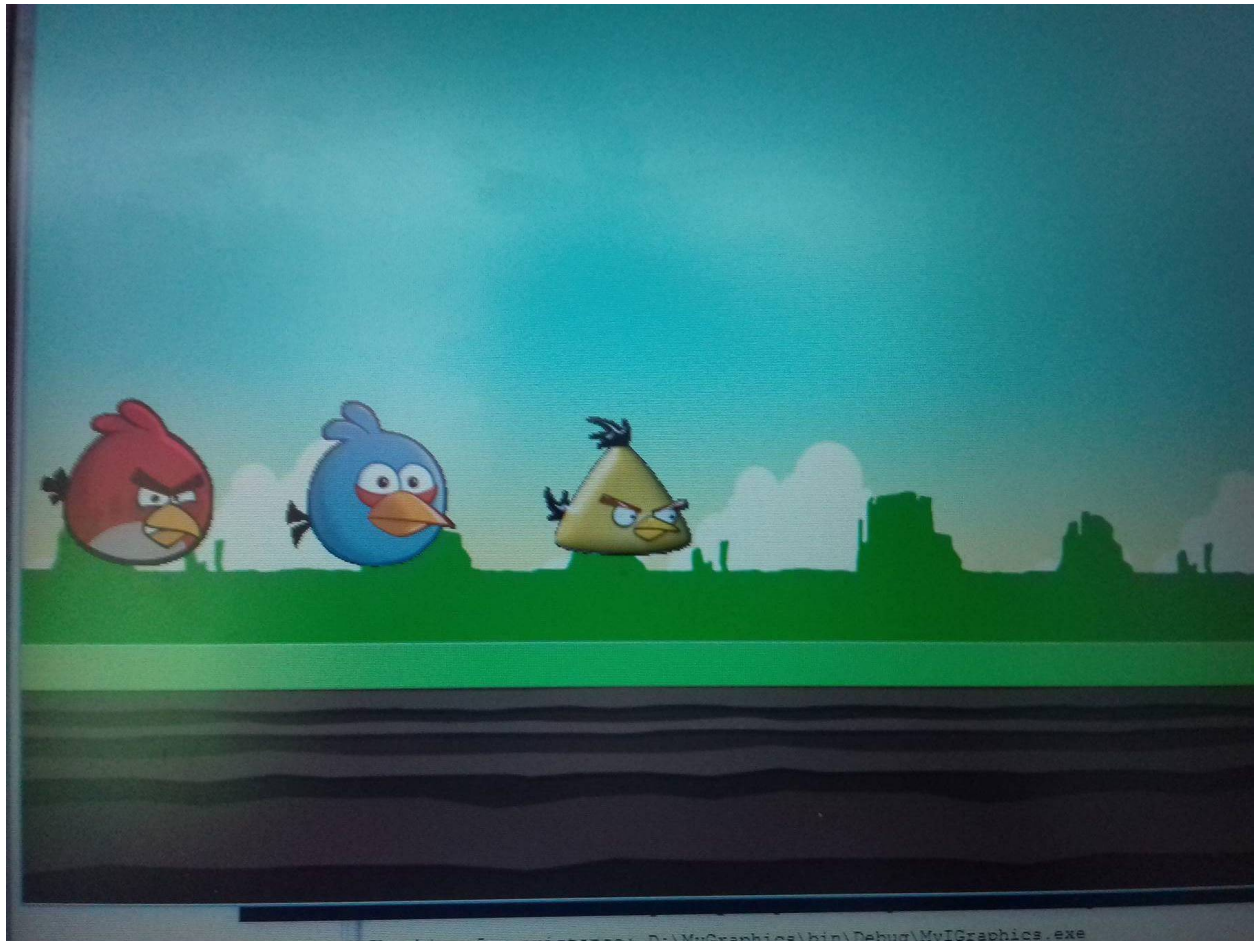


This or same type of pictures will become game's initial background. Then there will be 3 options , 1. Play , 2.Help , 3.Exit.

When user click on play button window will show him some levels where he can choose any of them to play. After clicking a level's button window show him a playing picture. User can give force on catapult to give velocity to the angry bird's head. He must click & move mouse to give force. When he releases mouse , the head of the bird fly as a projectile . If it can hit the pre-set structure , the structure will be broken & head of the bird will fall down. Otherwise nothing happen in the window,

User's point will be count as the percentage of the broken structure a respect of main structure.





These are some demo pictures of background window. Structure will be drawn using iGraphics tools.

An Optional Part :

User points will be saved in the database of this program. For this reason , before starting playing user must entry his name and a unique password.

Cause as all user will play in the same exe file, all of them must play from the level-1 in every run or all levels will be open for all.