**PROJECT** Date:17.03.2023

**DOCUMENTATION**

Overview:

Flappy Bird is a program that allows the user to play a simple game where they can control a bird’s movement using the arrow keys and can observe movement of bird’s image with simultaneous changing images within a certain range.

Usage:

Run the program. You can see a bird in a window. Press arrow keys (upward,downward,left,right) to control bird’s movement along with changing images.The program will terminate if the window is closed.

**THE PROGRAM FILE flappybird.py.txt IS ATTACHED.**

Dependencies:

This program requires pygame module to be installed.

Functions:

pygame.init()

# Initiate pygame and give permission to use pygame's functionality.

pygame.display.set\_mode((600, 600))

# Create a display surface object of specific dimension,here 600\*600.

pygame.image.load(“image.jpg”)

# Loads image that you want to use in animation and stores it in given list.

pygame.time.Clock()

# Creating a new clock object to track the amount of time.

clock.tick(7)

# Setting the framerate to 7fps just to see the result properly.

pygame.event.get()

# Returns a list of Event objects.

pygame.quit()

# Closes pygame while python is still running.

quit()

# Closing the window and program if the type of the event is QUIT.

pygame.key.get\_pressed()

# Getting the key pressed by user.

pygame.transform.scale(image, (180, 180))

# Scaling the image.

window.blit(image, (x, y))

# Displaying the image in our game window.

pygame.display.update()

# Updating the frames in display surface.

window.fill((255,255,255))

# Filling the window with white colour format (R,G,B).