Game Start

IF (Back)

Score ++

Obstacle Left = 600-700

Obstacle left = -50

Game Timer Start

Pipe speed = 10

Gravity = 7

Score = 0

Menu

A)Play

B)Manual

C)Exit

yes

yes

No

No

No

No

No

No

No

yes

yes

yes

yes

yes

yes

yes

yes

Display

How to Play

Back

IF (A)

IF (B)

Exit Game

Game Over Menu

Display Score

Display HighScore

A)Restart

B)Exit

HighScore = Score

Score >

HighScore

Game Timer Stop

Bird hit obstacle

Gravity = -10

Gravity = 10

Space down

IF (C)

IF (B)

IF (A)