Game Engines 1

Task 2

Target Device

The game I made is a replica of Flappy Bird which is a 2D platform, it's a game that can be played on mobile devices and also on PC's, and it follows the same aspect ratio of the original game, 9:16, with a portrait orientation.

Control Methods & Game Mechanics

The game is played by tapping the screen if playing on mobile or clicking the desired keys if playing on computer devices, making the bird flap upwards, when not interacting with the screen the bird automatically falls down.

Game Objectives

The goal in the game is to obtain your highest score, and if you lose you will start from the beginning, the player needs to pass through the pipes without touching them, gaining a point from each pipe he/she passes. Hitting a pipe or falling down will lead to loss, giving the player the option to restart.

Art Assets

The game is in a 2D pixelated art style, with bright colours in all assets, even the HUD of the game. All assets were downloaded so they can match the original game.
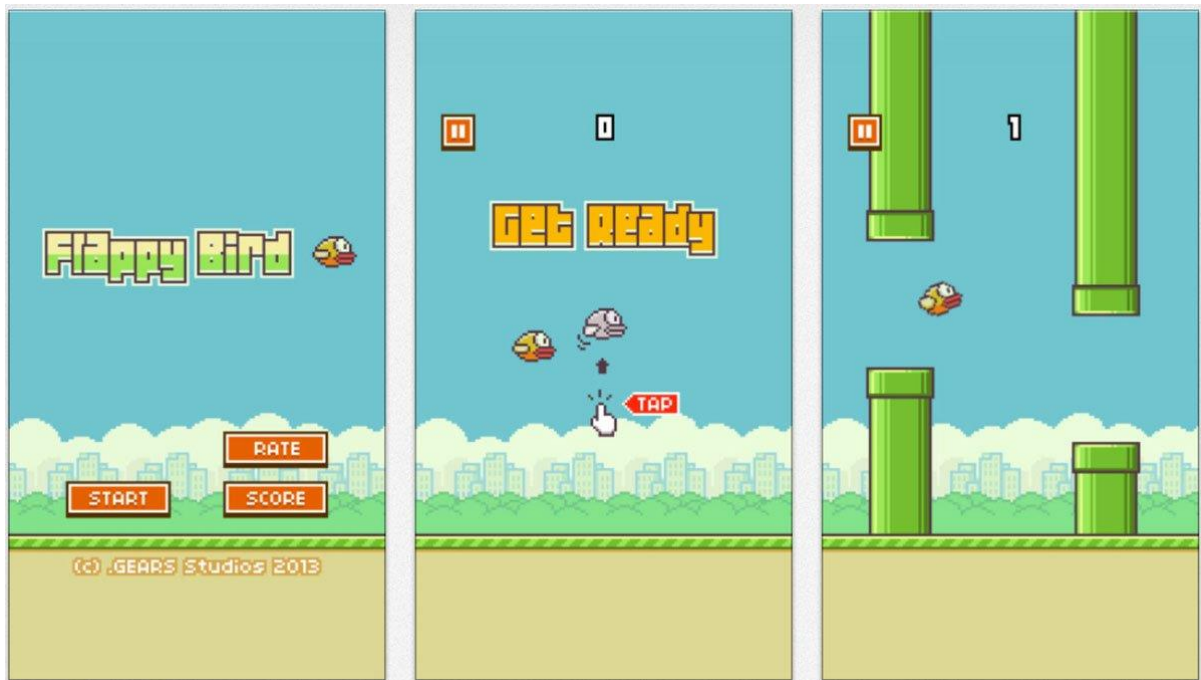
User Interference Outlines

A point counter will be displayed in the top centre of the screen, counting every time you pass through a pipe, when failing there will be a 'Game Over' pop up displaying your score and giving you the option to start again.

Game Assets

Kane Magri

Game Screens

Flow Chart

Kane Magri