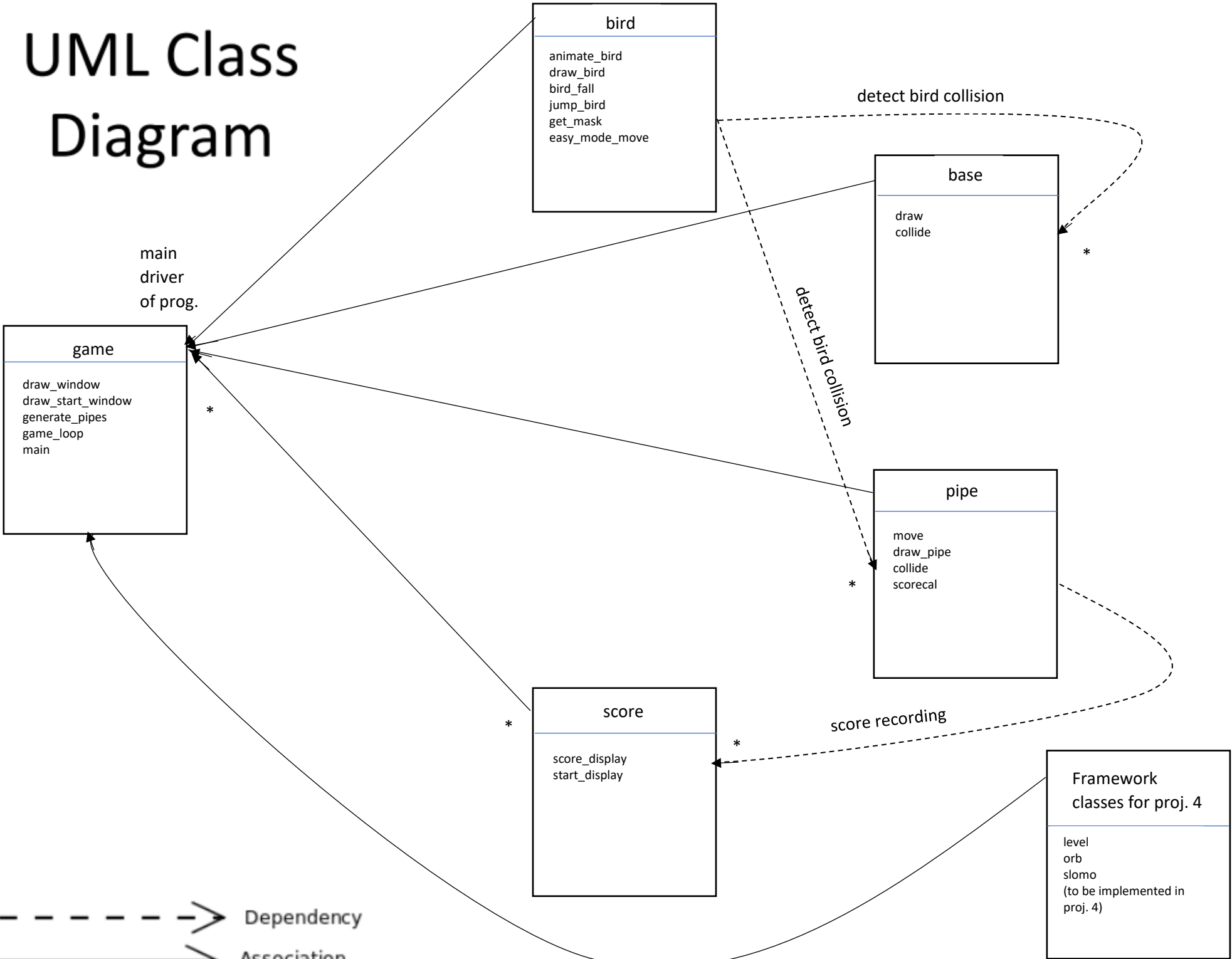


UML Class Diagram



Because we had a lot of variables for some classes, we have a separate list of variables by class below:

Class game:

- base
- birdobj
- pipelist
- level
- Score
- easy_mode
- game_over

Class bird:

- birdDown
- birdCenter
- birdUp
- birdFrame
- tick_count
- falling_vel
- rot_angle
- frame_index
- bird_img
- y_loc
- x_loc
- boundary

Class pipe:

- x_loc
- gap_loc
- bot_pipe_end
- top_pipe_end
- bot_pipe_surface
- top_pipe_surface
- passed

Class score:

- score
- start
- font1

Class base:

- x_loc
- y_loc