REPORT

FLAPPY BIRD GAME

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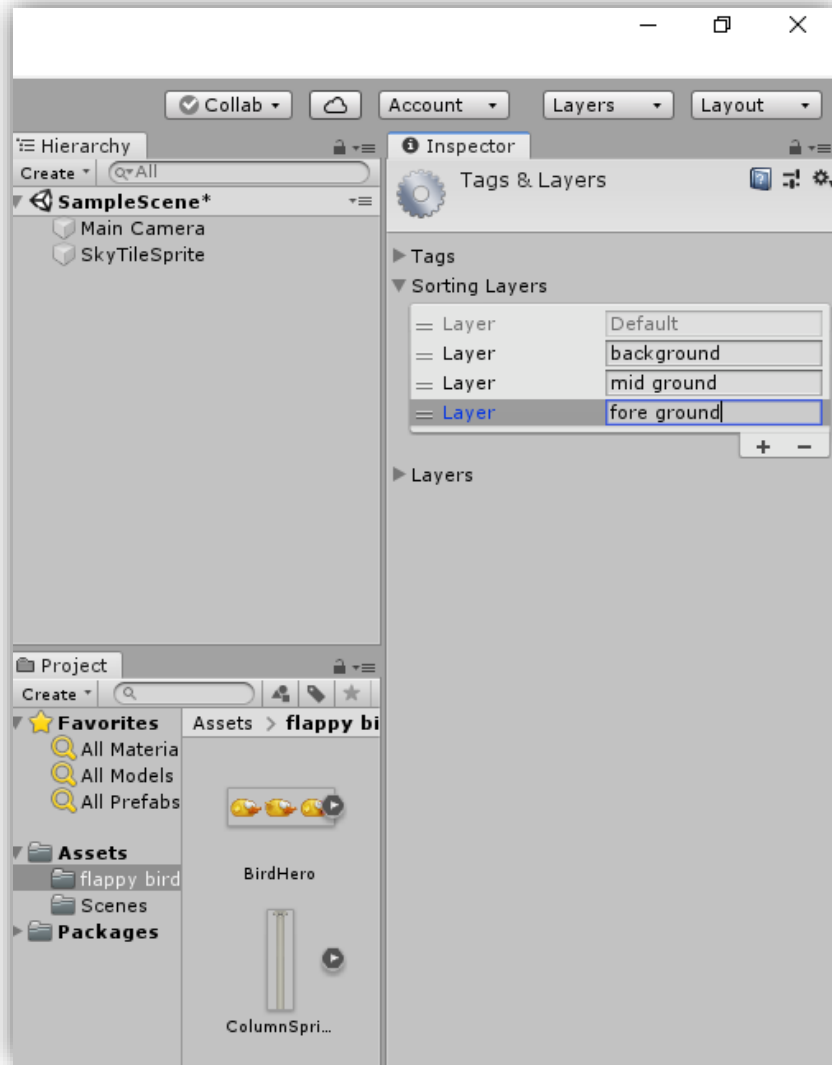
REGISTRATION NUMBER – 12014858

SUBJECT – INT208(UNITY)

TASK – USING FLAPPY BIRD GAME IMPLEMENT THE SCORE AND GAMEOVER UI SETUP

1ST STEP

○ We must import all the sprits in our project

○ We now make a separate folder for all the sprite

○ We must keep this thing in mind that our project should be in 2d setting

2nd STEP

- Now we arrange each sprite according to user need
- bird at foreground
- grass on mid ground
- sky on background
- Then by clicking on each element
- of project we place them accordingly
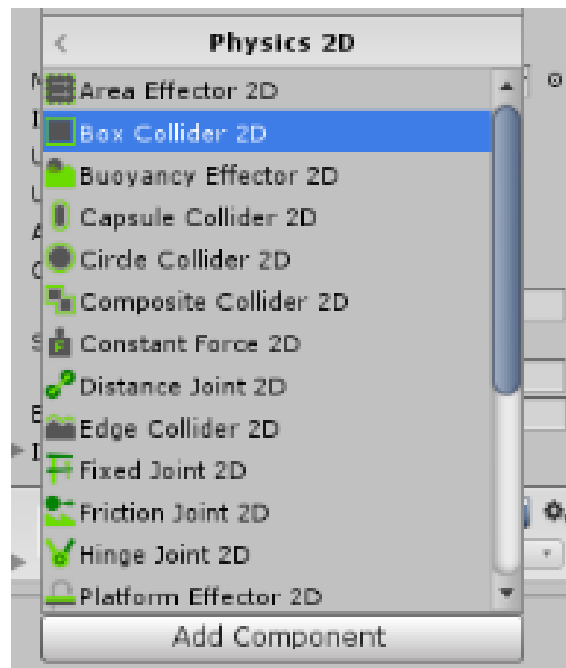
3rd STEP

○ now we apply colliders and rigid body component on sprits

○ apply box collider on grass

○ now I applied polygon collider on bird

○ And rigid body on bird so that we can see a fall down effect on the bird
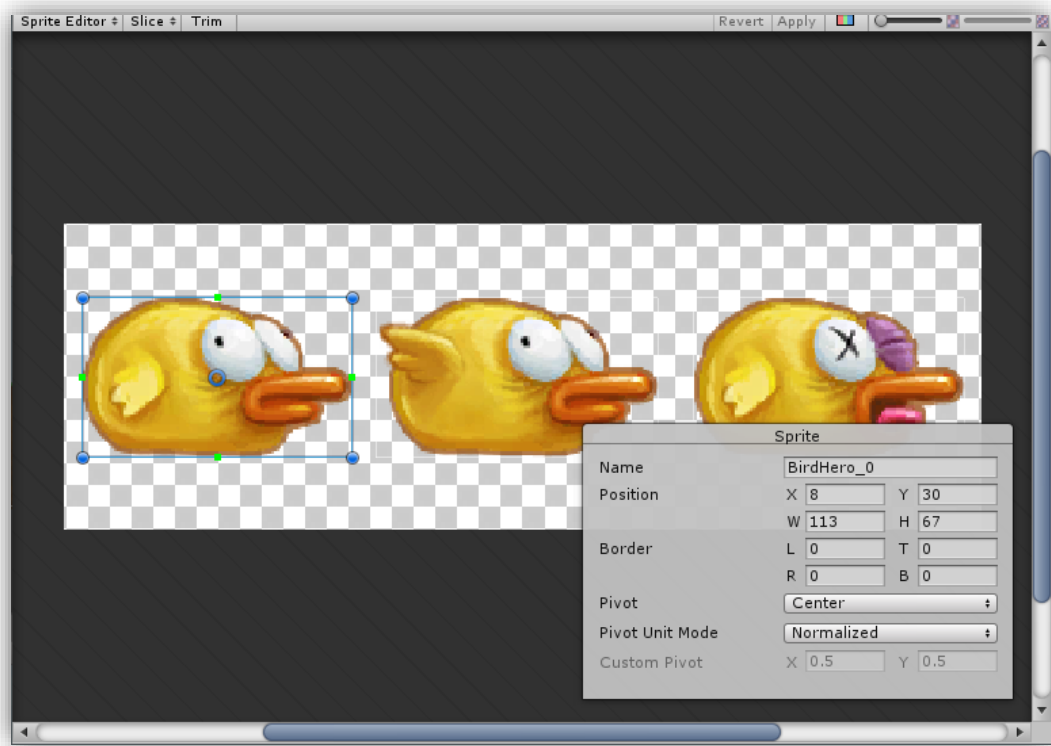
4th STEP

○ Now cut birds by click on sprite editor

○ We simply have to click on birds and then click on sprite editor

○ And simply click on cut
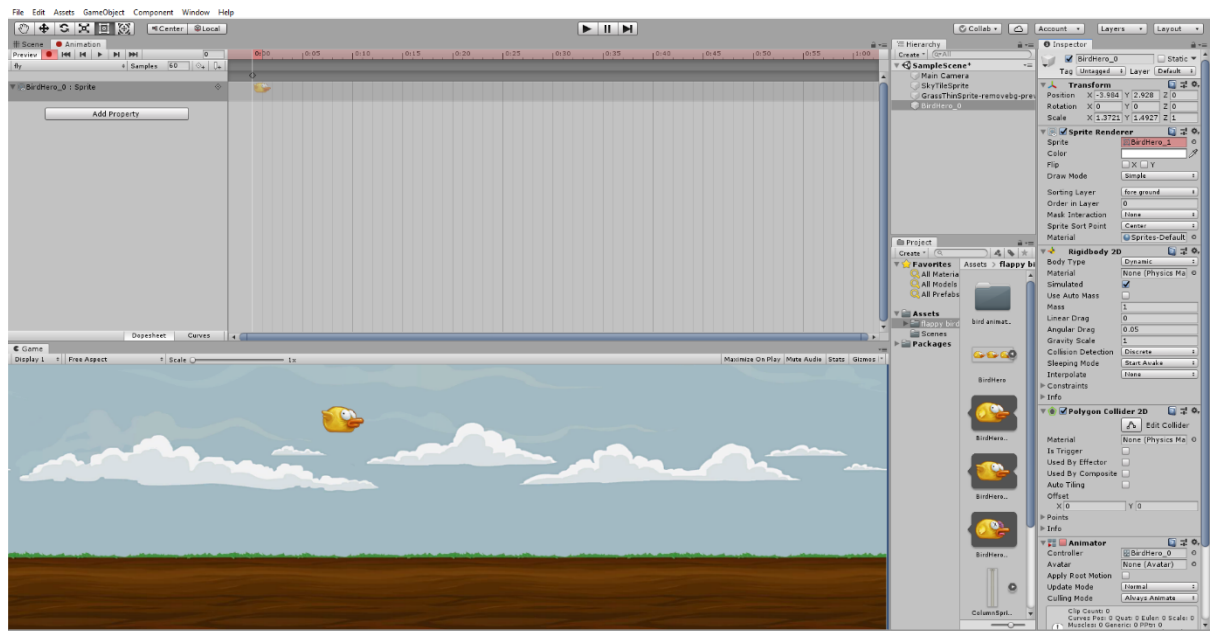
5th STEP

- o Now we just need to go to windows > animation > animator to open animator
- o Press red cicle on top left conner button and then search for bird hero sprite
- o And then apply three forms of bird on several animator
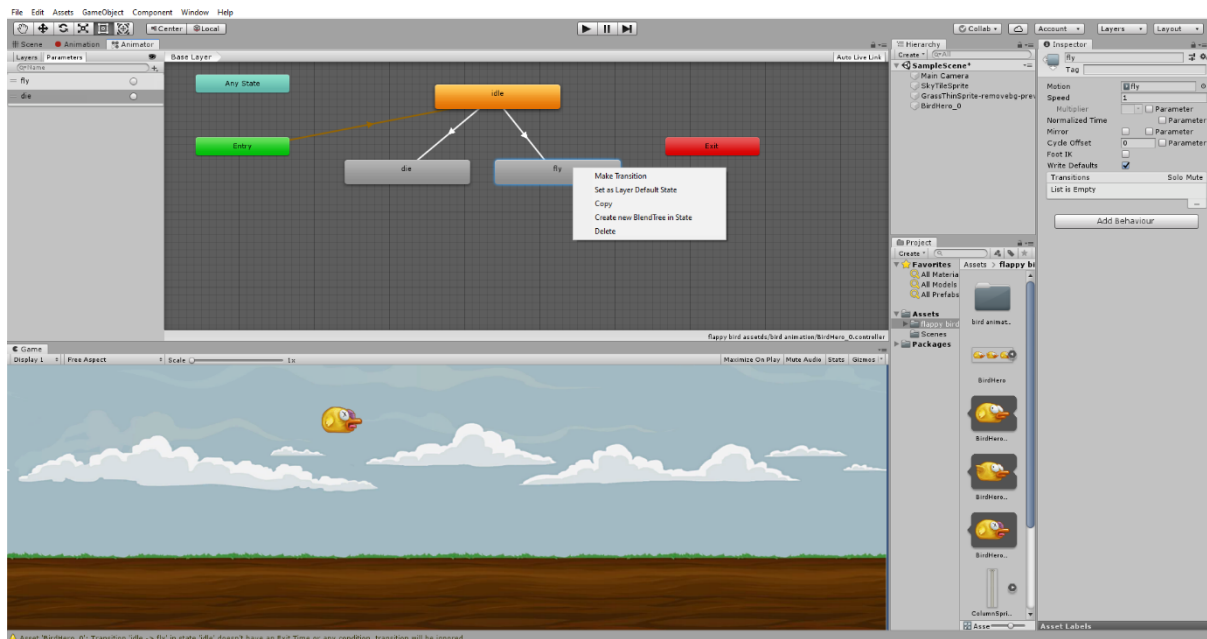
6th STEP

- o click on add button on right side of animator and then connect elements together
- o First connect entry,die,and then connect fly from both ends

≡ Hierarchy
Create ▾ | Q▾All
▼ ◁ SampleScene*
   Main Camera
   SkyTileSprite
   GrassThinSprite-removebg-prev
   BirdHero_0

❶ Inspector
Birdscript Import Settings ✿
C# | Open... | Execution Order...

Imported Object
C# Birdscript 🗔 ✿
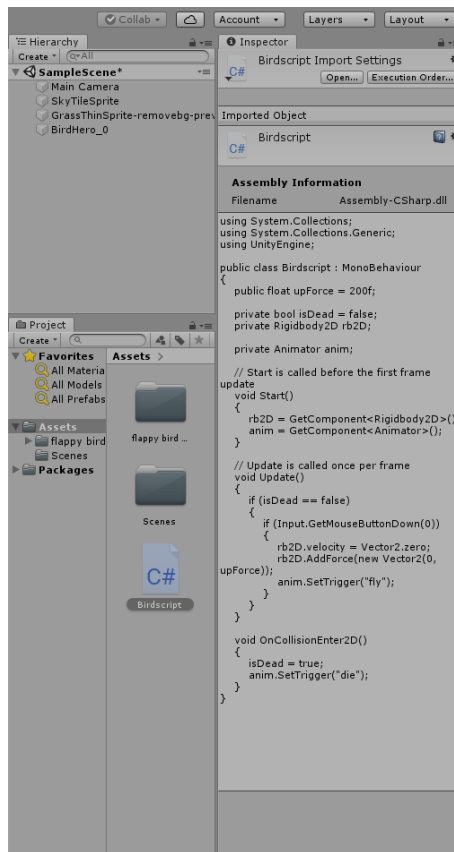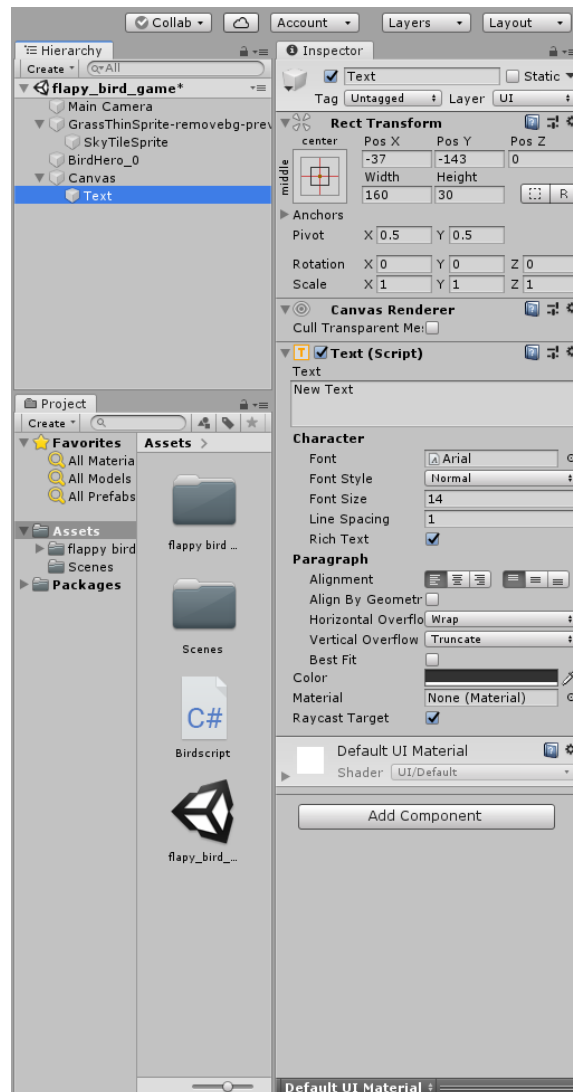
Assembly Information
Filename   Assembly-CSharp.dll

```csharp
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class Birdscript : MonoBehaviour
{
    public float upForce = 200f;

    private bool isDead = false;
    private Rigidbody2D rb2D;

    private Animator anim;

    // Start is called before the first frame update
    void Start()
    {
        rb2D = GetComponent<Rigidbody2D>();
        anim = GetComponent<Animator>();
    }

    // Update is called once per frame
    void Update()
    {
        if (isDead == false)
        {
            if (Input.GetMouseButtonDown(0))
            {
                rb2D.velocity = Vector2.zero;
                rb2D.AddForce(new Vector2(0,
upForce));
                anim.SetTrigger("fly");
            }
        }
    }

    void OnCollisionEnter2D()
    {
        isDead = true;
        anim.SetTrigger("die");
    }
}
```

□ Project
Create ▾ | Q | 🔍 🏷 ★
▼ ★ Favorites   Assets ›
   Q All Materia
   Q All Models
   Q All Prefabs

▼ Assets
  ▶ flappy bird
   Scenes
▶ Packages

flappy bird ...

Scenes

C#
Birdscript

7th STEP

- o import game scripts
- o and put those scripts on bird hero

8th STEP

- o Now I write text by clicking on add text
- o Next I arranged that text accordingly
- o Then I played the game