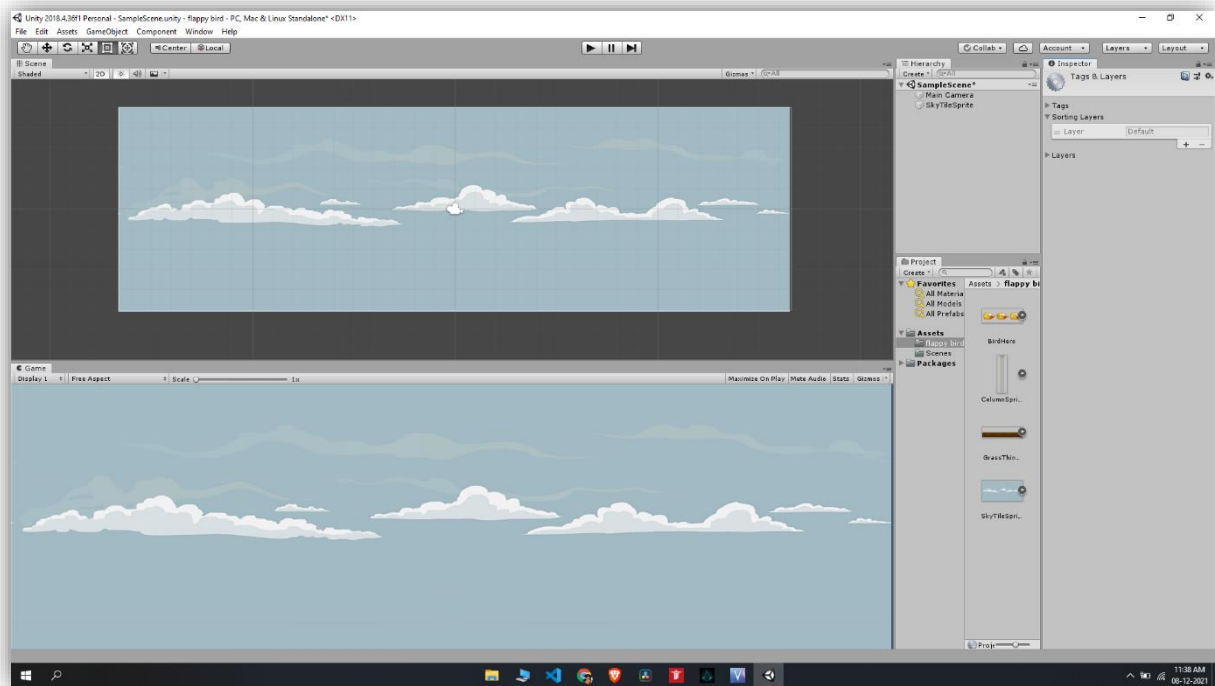# REPORT

FLAPPY BIRD GAME

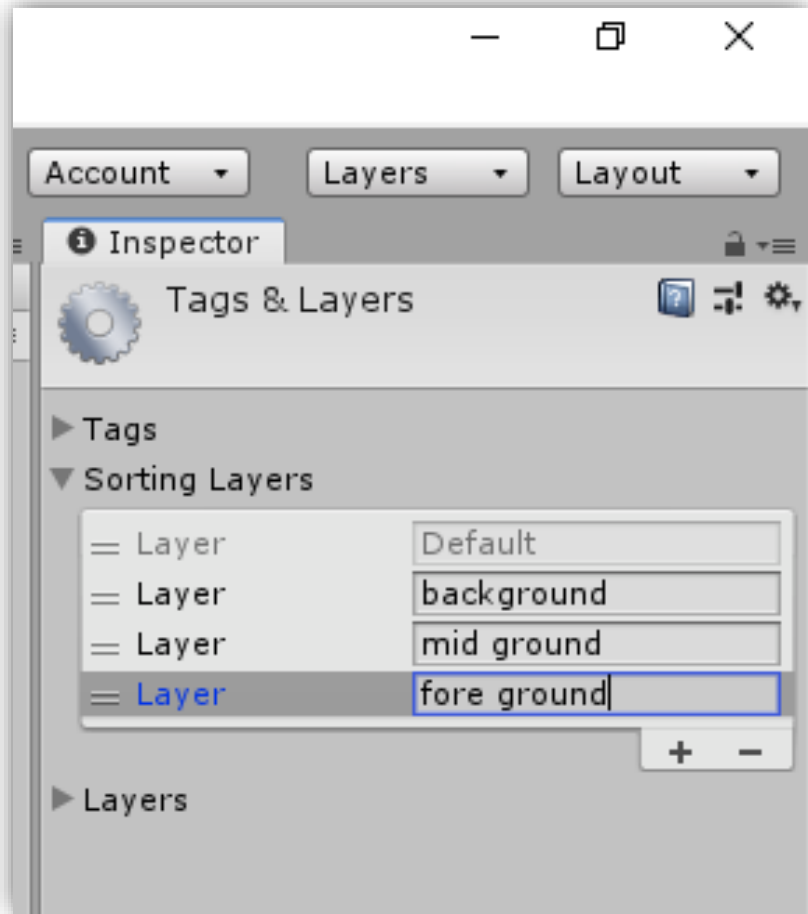NAME   – KSHITIZ SHARMA

ROLL NO   – RK20APB44

REGISTRATION NUMBER – 12001348

SUBJECT   – INT208(UNITY)

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

FIRST STEP

○ We have to import all the sprits in our project

○ And we have to make a separate folder for all elements

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

SECOND STEP

- o Now we have to arrange each sprite according to priority of its placement
- o I placed by bird at foreground
- o And grass on mid ground
- o And sky on background
- o Then by clicking on each element of project we have to place them on required grounds
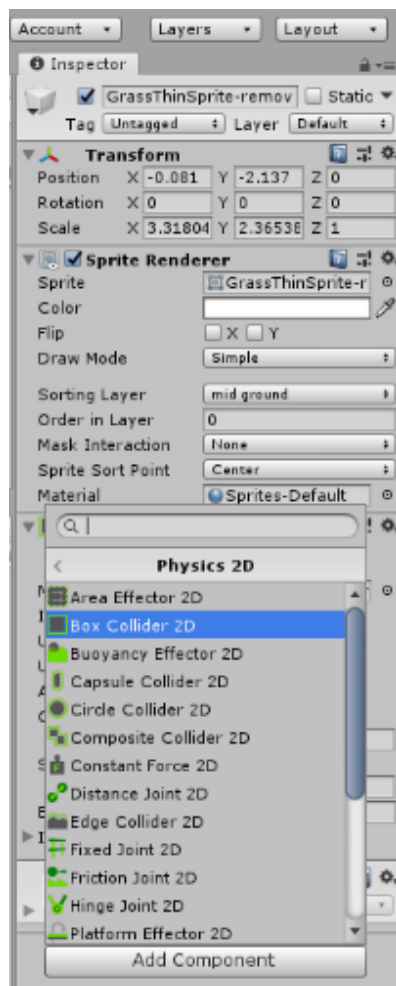
THIRD STEP

○ We have to apply colliders on elements

○ I applied box collider on grass

○ And we apply polygon collider on bird

○ And then we apply rigid body on bird so that it falls down
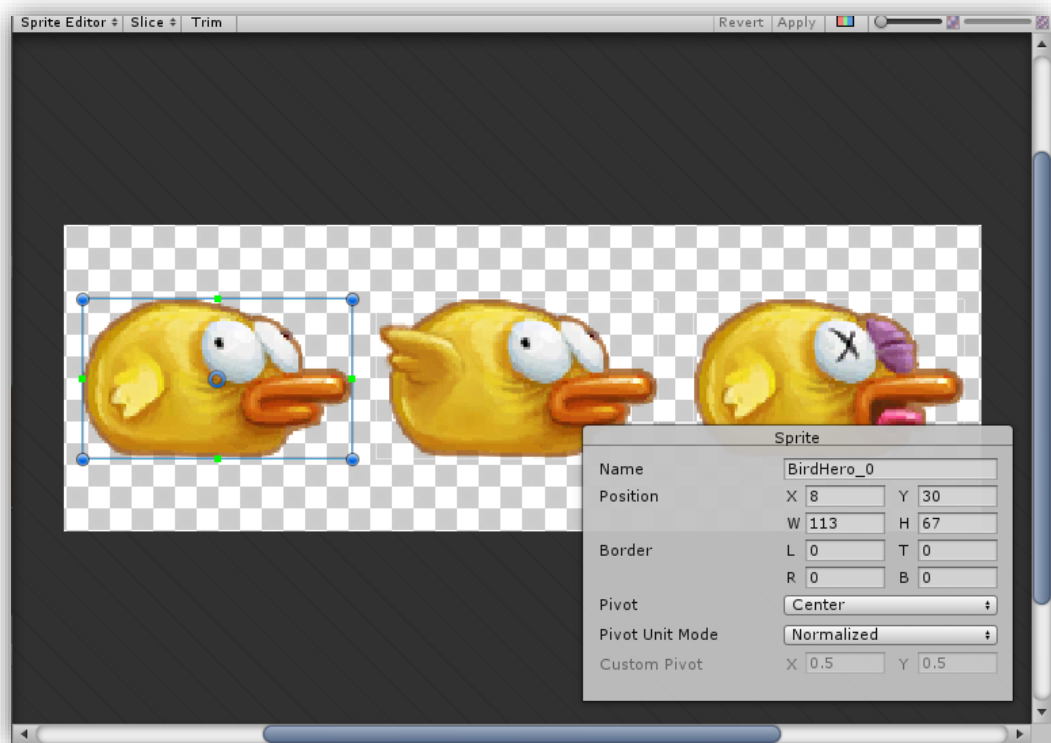
FOURTH STEP

○ Now we have to cut the bird sprits in form of initial flap and die

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

○ And simply click on cut
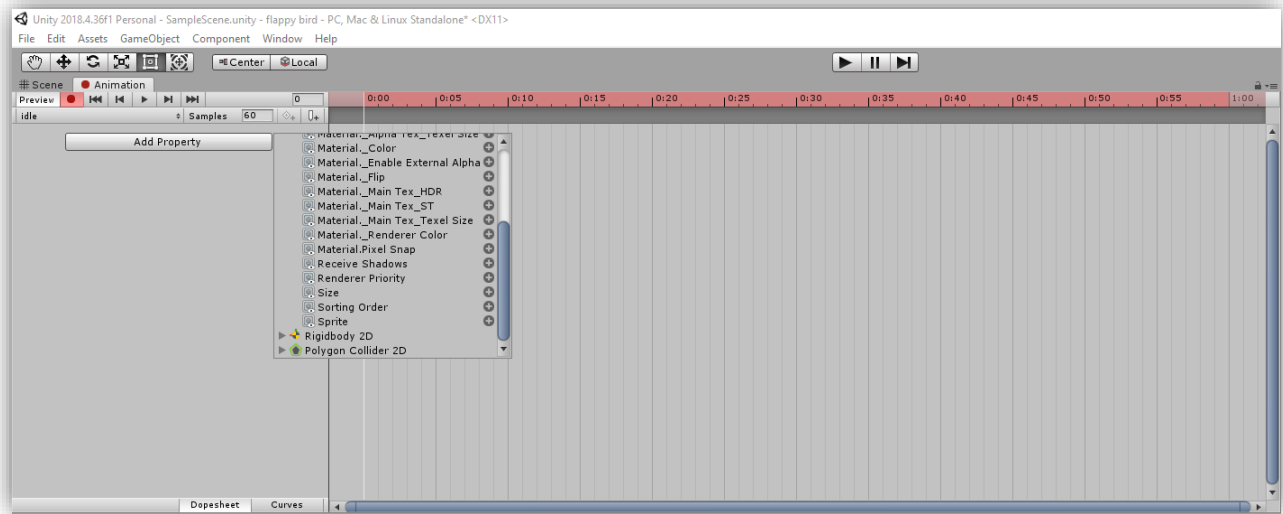
FIFTH STEP

o Now we just need to press ctrl+6 to open animator

o Press record button and then search for bird hero sprite

o And then apply three forms of bird on several animator
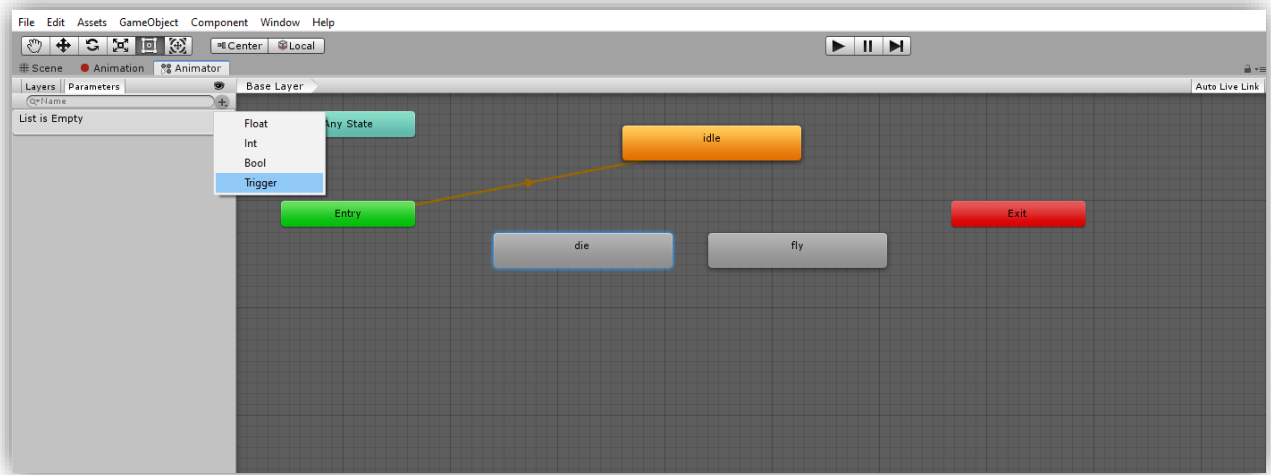
SIXTH STEP

- o Now we have to click on plus button next to animator and then we just have to connect all nodes together
- o First connect entry,die,and then connect fly from both ends
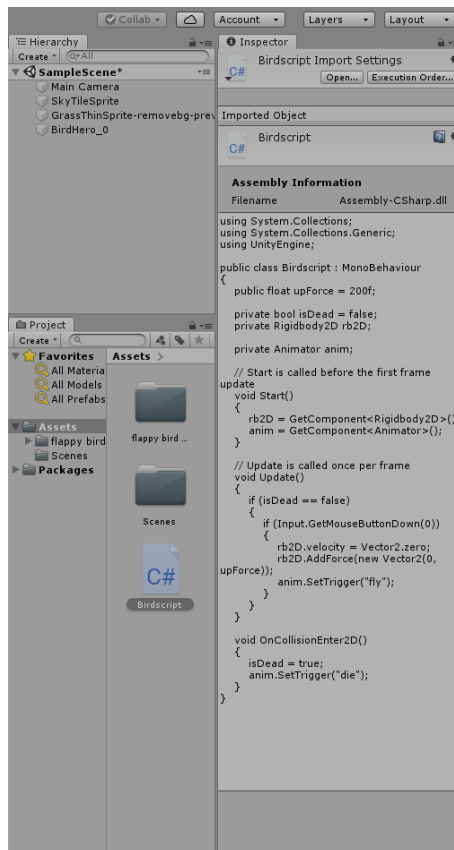
SEVENTH STEP

- o Now we need to import game script that we written in editor
- o And then we have to drag and drop it on our bird sprite
- o Now just hit play button and try to play the game

o
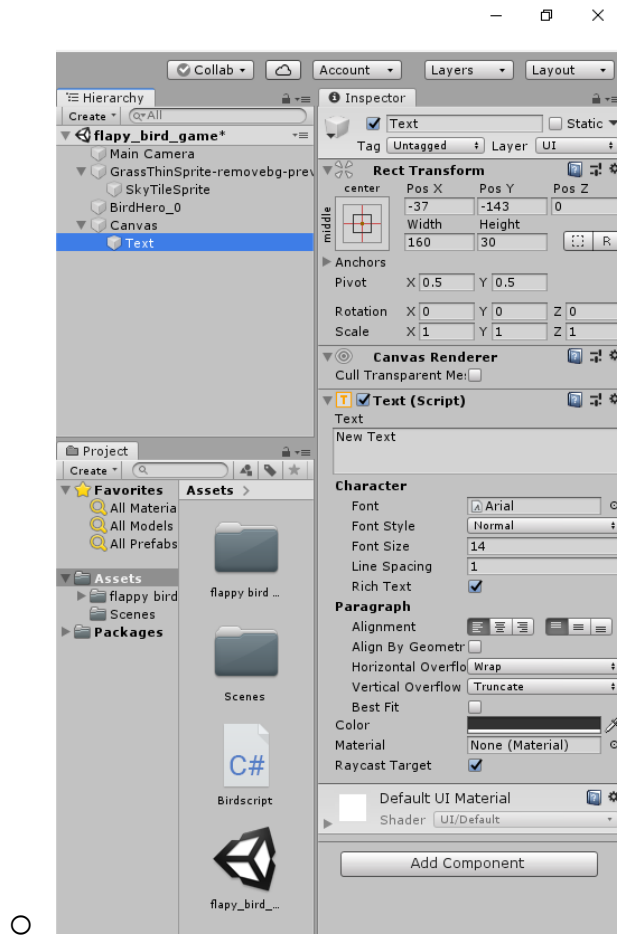
EIGHTH STEP

- o Now we have to write text like score and game over text
- o Now we arrange where this text should display
- o By pressing alt we can adjust where it should be placed
- o That's it our project is ready