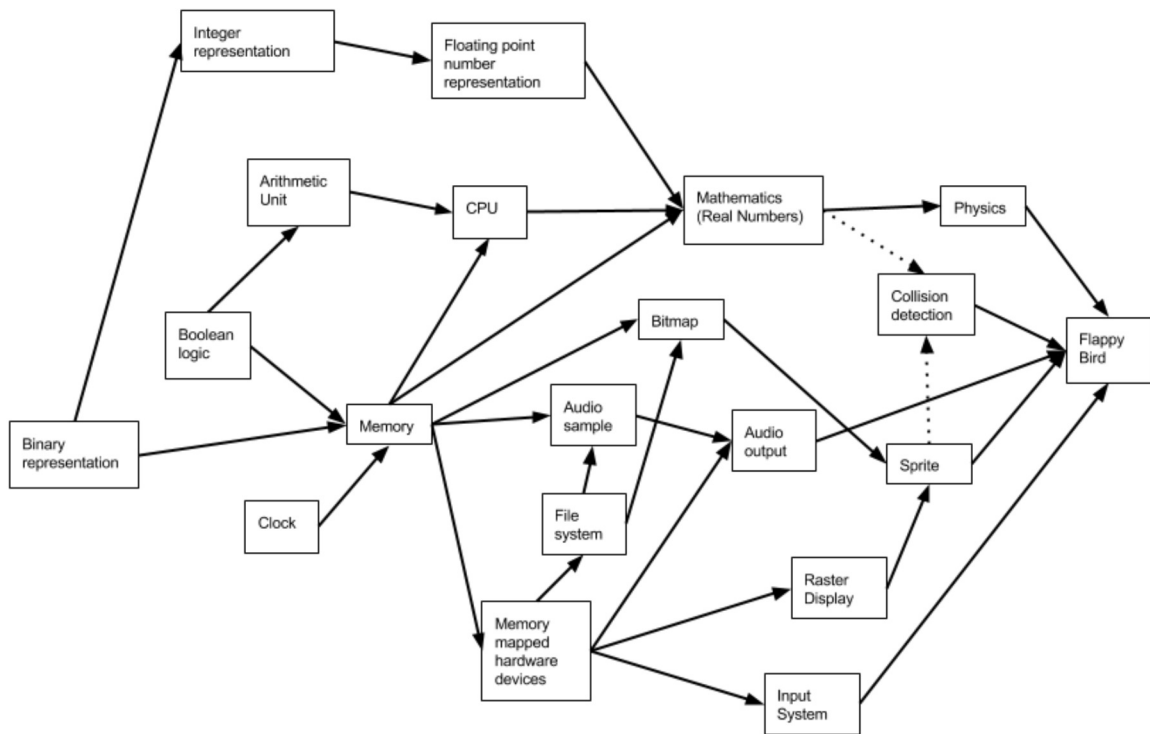# Task

Take any simple game design and break it down into the technological components you'd need to create in order to make this game. Diagram your analysis in the form of a technology tree.

Subject

I have chosen Flappy Bird as my game design.

Connection Diagram

Notes

The arrows represent the dependencies between the technologies. The dotted lines represent cases where one or another technology is sufficient. For example, above, collision detection could be implemented using sprites or geometry, or both.

Submission

Submitted as a PDF file to source control.

Task Log

Task	Date	Start	End	Interruptions	Hours
Write out problem statement	09/05/2014	11:50	11:55		0.08
Analyse game technologies	09/05/2014	11:55	12:05		0.17
Draw out tech tree	09/05/2014	12:05	12:15		0.17
Submit work to source control	09/05/2014	12:15	12:20		0.08