

Game sketches Time Bird




UI: Score, Time, Ammo, Grenades?  
Gameobjects: Birds, Gun?

Parts of game.

Bird AI, Score system, Ammo/Grenade system

Honestly order of operations is above

Bird AI and Score is needed Ammo/Grenade is optional

Start with Square  for bird  
Get movement down then clickable  
Use force or Vectors I guess  
I think force makes sense.  
Force didn't seem to work went in  
direction and would rotate when bounce.

I don't want rotation

I found pong bouncing code and  
it was useful. Uses walls then  
redirects on collision

Leaderboard is next. All my  
Leaderboard and game code will be  
in one.

I had issues with while loop  
and remembered they need an  
actual end condition "while (x < 45)"

Ran out of time to implement

Am m O