Angry Flappy Bird

A game about a bird that flaps and has a machine gun

Gameplay Overview

Description: You flap your wings to move up, but you are constantly falling down. You have to keep flapping your wings because you will fall otherwise. The twist is that you have a machine gun to blast holes in approaching obstacles. *(this should be a short summary, 3-5 sentences)*
Win condition: None, you only aim to survive.
Lose condition: You hit an incoming box, fall to the bottom of the screen, or hit the top of the screen.

Controls

A: Flaps wings (gives player upward velocity)
B: Shoots machine gun
Start: Pause game, see pause menu that allows you to restart game or return to main menu

Audio

- ❏ Menu music: something dark and intense
- ❏ Game music: heavy metal, something super edgy
- ❏ Pause music: elevator music
- ❏ Flapping wings (pressing A) makes a fart sound
- ❏ Shooting machine guns makes a sound like a machine gun firing
- ❏ Losing (hitting obstacle) plays sad trumpet

Gameplay Details

Shooting: Shooting uses ammo, and ammo is shown by some UI (you'd want to be more detailed)
Mechanic 2: Continue to expand on various mechanics you want to do
Mechanic 3: more good stuff (definitely be detailed here, anything that might be up to interpretation should be clarified here)
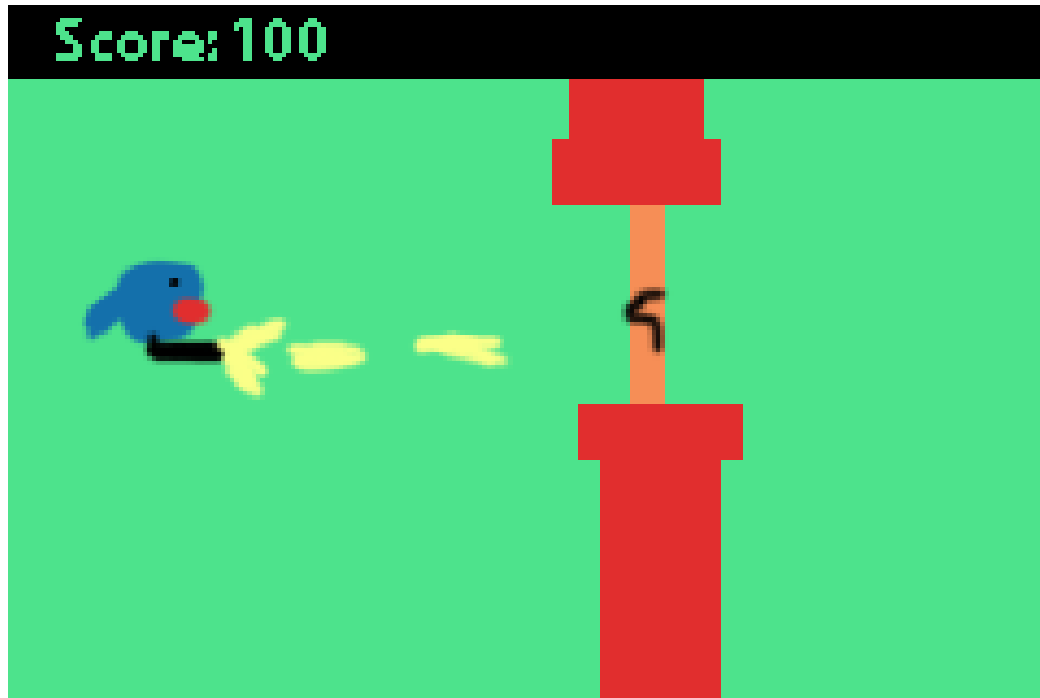
Illustrations

Figure 1: Shows basic interactions, flying and shooting. Also shows how I want to have the gaps between pipes have breakable blocks, and I'll change the sprite for that to show you are damaging it.