# Project Name: Flappy Bird

# Project Description:

Flappy Bird is a very simple and famous 2d game. Its very simple to control and its environment is dynamic. In this game, there is a bird which moves forward automatically and its vertical movement is controlled by a player. I created house, tree, a huge sun behind the whole environment, clouds, jungle, some obstacles and a bird to build this game. All of these objects are created part by part or one at a time. I tried to make all of this to be colorful and clean.

When the game starts, it makes the whole environment to go backward, so that the bird can go forward. I used some sound effects to the bird and the game over screen. The bird makes twittering sound when the player makes the bird to go upward. The bird goes down automatically and hitting the ground will make the game to be over. So, the player has to be cautious all the time to save the bird from hitting the ground. There are obstacles incoming after a specific period of time. The player also has to avoid the incoming obstacles. If the player can avoid the obstacle successfully, it will increase the score each time.

On the other hand, if the player can’t avoid the incoming obstacles or save the bird from hitting the ground, a game-over screen will appear with the total score of the game and the game will be over. It will appear with a disappointing game-over sound which will make the player to play the game again to make a perfect score.

# Keyboard and Mouse functionalities:

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| KEYBOARD | MOUSE | OPERATION |
| ‘Up Arrow’, ‘Spacebar’ | ‘Left Click’ | Bird will move upward |
| ‘Down Arrow’ |  | Bird will move downward |
| ‘r’ |  | Restart the game |