Flappy Bird: Product Backlog

1)As a player, I want to organize the game, so that I can play the first phase of flappy bird.

2) As a player, I want an option score, so that I can track my progress in game.

3)As a Player, I want an option game over, so that there has a game ending UI

4)As a Player, I want an option game name, so that there has a starting UI

5)As a player, I want an option button, so that I have several options in my game

6)As a player, I want to add animation, so that game visual looks more satisfying

7) As a player, I want to add sound, so that game become more interesting

8) As a player, I want to add medal, so that I have motivate myself to play the game.

Organize the scene (Class 3)

Display the scene to user.

Basic function in flappy bird (give floor and up collider)

Give animation and falling function added

Create obstacle

Generate random obstacle

When I successfully pass an obstacle, it counts my score.

When I fell down an UI appear a say “game over” with score, new best score, medal, ok and menu button

2.When I click ok button, it shows me “get ready” a game instruction how to play

When I click menu it back to a page a show a message “flappy bird” and a play button

When I click play button it goes back to 2 no page

Add animation in get ready page

Add animation to change color (black to white)

Add animation for game over from up to middle

Meddle activate -1 sec

Add sound (Class 11)