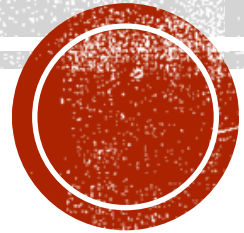
Software Engineering Individual Project

Second Presentation -Week 9

Mengxia Wang



FLAPPY BIRD

Functionality – Achieved

- The bird moves forward with a fixed speed
- A player taps the screen to keep the bird flying up, otherwise it will drop
- The bird flying up speed depends on how quick a player taps the screen
- Game over if the bird drops to the ground

Appearance and Interaction - Achieved

Appearance

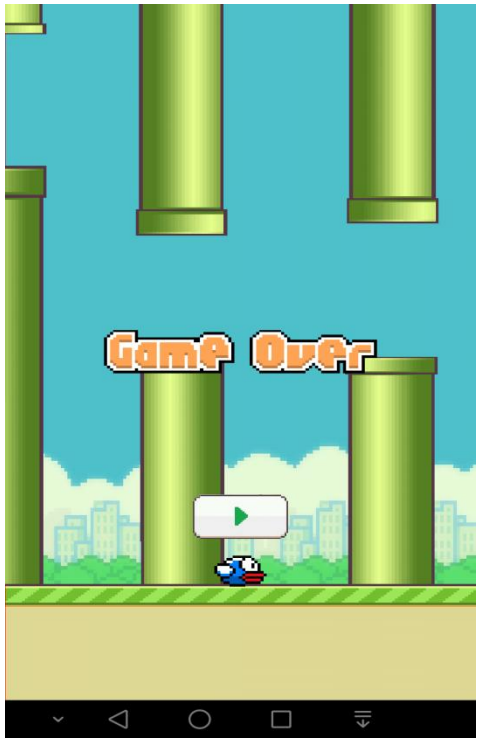
- Bird
- Pipes
- Background scene
- Start button

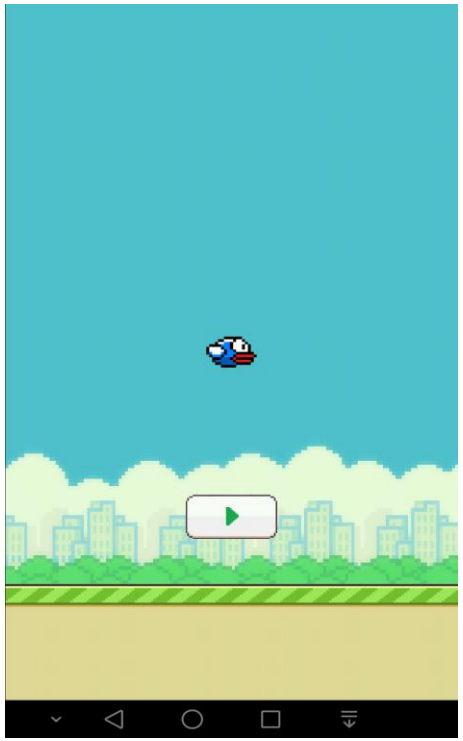
Interaction

- Tapping the screen
- Touching buttons (start button)

Media

- audio





DEMO

TECHNOLOGY USED

- Game Engine – libGDX game development framework
  - Cross platform
  - Open source
  - Java language
- Android
- Java

Planning (Finished)

- Week 1-4: Came up with the idea, presentation/planning, upskilling myself
- Week 5: Setup the Android project using Gradle and investigate relevant third party libraries for the project. Come up with a design for the UI.
- Week 6: Create the UI with the designed ground, background scene, start button and the bird.
- Week 7: Achieve the functionality for the bird interaction: move forward, fly up, drop and Add pipe obstacles to the UI.
- Week 8: Improve each pipe obstacles to be randomly generated.

Planning (Not yet)

Week 9

- Achieve the function for game over when the bird hits the fixed obstacles
- Add the score board to the game

Week 10

- Finalize the game and carry out the manual testing for pre release.
- Gather user feedback by invite friend to play and further tweak the game.
- Worked on the advanced (nice-to-have) features if I have time.

Week 11

- Write the Documentation
- Release the game to the Google Play store.

Thank you!!

Mengxia Wang

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