

Flappy Bird Online

Flappy bird -- which game was once popular all over the world as a leisure type, also as the first development project for many game engineers, was a single-player game. In this project, we made efforts to make it available and play with one another online.

Members(In lexicographic order, name from Github):

- lbh123q

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The author who major writes the Interaction between client and server. Completes the key technical issues.

- liujy660

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The main tester, who provides the running environment of the software and the server device(with STCloudLake).

- STCloudLake

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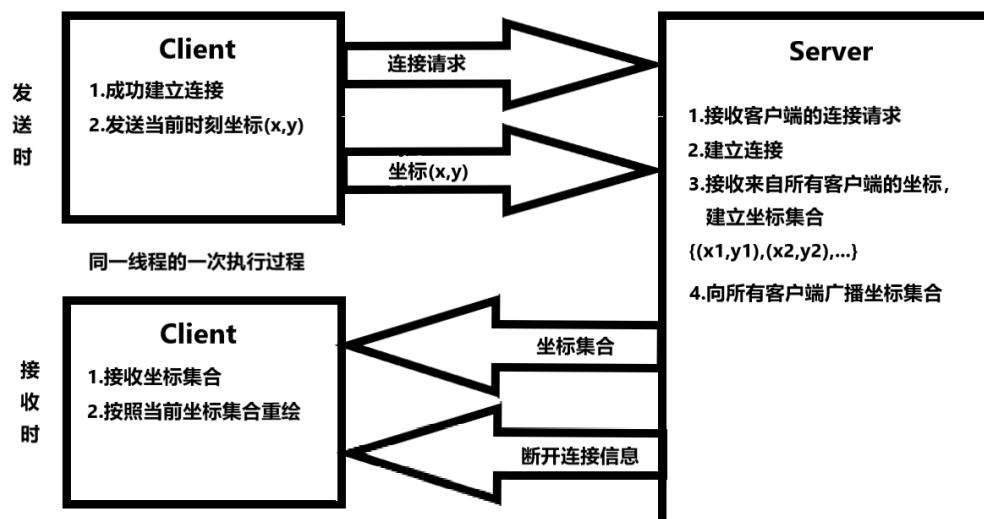
The proponent of project thought, as the major maintainer of this project, providing ideological and technical guidance, as well as this README file :)

About project working progress

1. Draw View

It's very easy. There's nothing to say.

2. Connection Progress



Develop and deploy project

1. Develop environment

- Android Studio (Client & FlappyBirdOnline)
 - Android Gradle Plugin Version 7.0.4
 - Gradle Version 7.0.2
 - Compile Sdk Version 29
 - Min Sdk Version 21
 - Target Sdk Version 29
- IntelliJ Idea (Socket Server)
 - Jdk-1.8.0_291 & Jdk-16
 - Sdk default 8
 - Maven 3

2. Deploy environment

- Client
 - Android System Device (or virtual device), for API 29 above.
 - Google play service
- Server
 - Windows 10/ Linux (best for centOS7)
 - Apache Tomcat Server 9.0.45 / Nginx 1.20.2
 - Docker 3.9

Project develop progress

1. Project establishment 2022.4.5
2. Gathering materials 2022.4
3. Start programming 2022.5
4. Client complete 2022.5.26
5. Server complete 2022.6.1
6. End project 2022.6.6