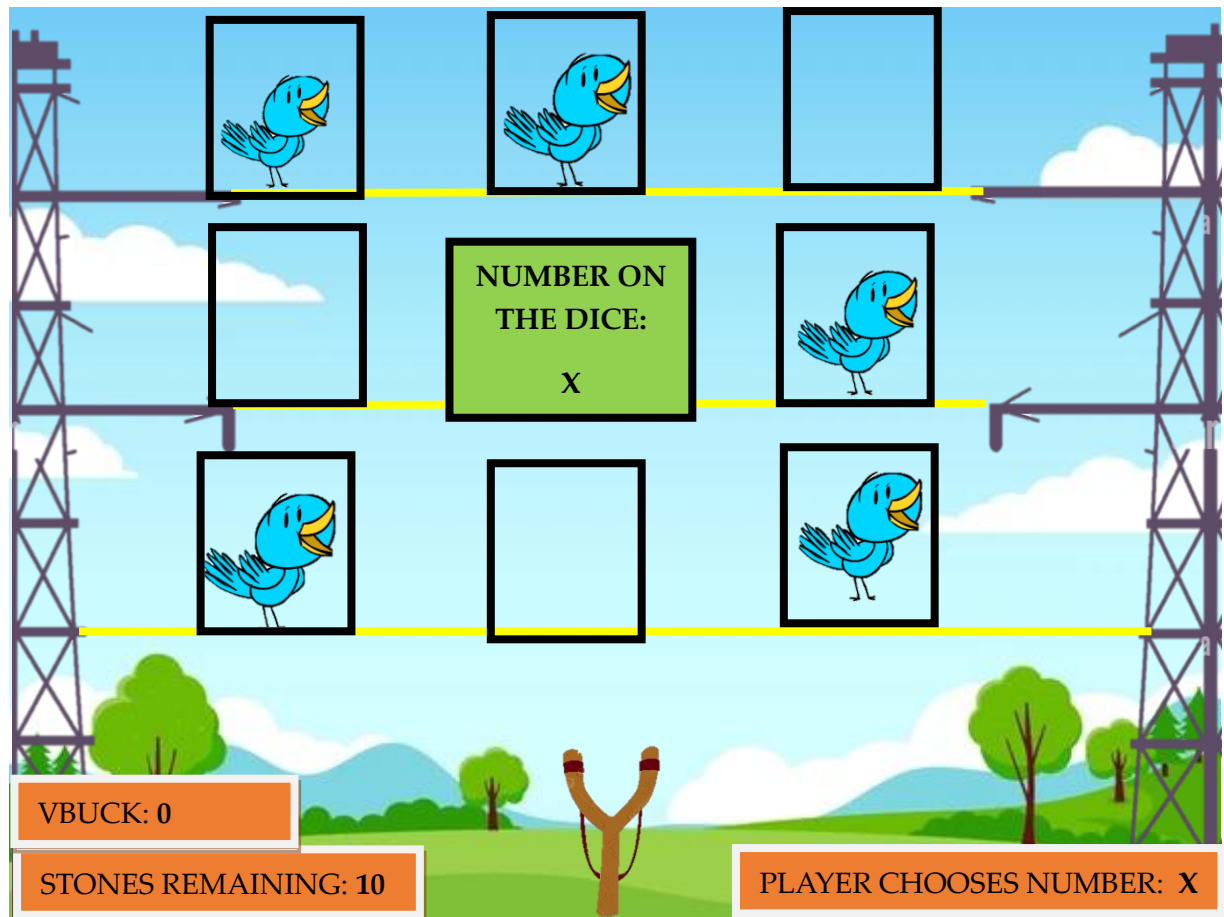


GAME PROJECT – CS*1083

Our group has two people including:

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A game that our group want to design is **SHOOT THE BIRD**



Game Rules:

1. Bird Placement:

- At the start of each round, **five birds** are positioned randomly in **eight positions** on three electric wires.
- Each bird is assigned a unique number, displayed prominently.

2. Dynamic Bird Positioning:

- The game involves the dynamic repositioning of the birds after their initial display.
- Players face the challenge of tracking and identifying the correct bird to shoot.

3. Dice Roll Mechanism:

- Players roll a six-sided dice, and the number obtained corresponds to the bird they must aim for.
- The randomness introduced by the dice adds an element of strategy and excitement.

4. Shooting Mechanics:

- Players are equipped with a slingshot and are provided with **ten stones** for shooting.
- Successfully hitting the targeted bird awards points, while a miss results in a deduction of up to **25 VBucks** (after the first successful shot).

5. Respawn Mechanism:

- If the dice roll yields a 6, a new bird is introduced into the game.
- The game ensures that the total number of birds remains **equal to or less than five**.

6. Victory Conditions:

- Players aim to use all **ten stones** effectively to hit the birds.
- Deductions occur only after the first successful shot, with no penalty for a miss on the first attempt.
- The player who successfully utilizes all ten stones is declared the winner.

REWARD TABLE

Number of kill the birds	Reward
1	+ 500 Vbucks
2	+ 150 Vbucks
3	+ 150 VBucks
4	+ 250 Vbucks
5	+ 350 Vbucks

* The accumulation of VBucks by a player in the game is subject to variability, as deductions may occur during the course of gameplay. The precise number of VBucks earned cannot be predetermined due to potential deductions resulting from unsuccessful bird-shooting attempts.