Game description

Game Name: Flappy Bird
Developer: Pentakill
Game Size: 4.7MB
File contains:
        Folder: pic/ sound/ text
        Python files: FlappyBird.py/ para.py/ para.pyc/ README.pdf/
DESCRIPTION.pdf
Running Environment: Windows and Mac

Installation Instruction

Windows:
Download the version of Pygame from http://www.pygame.org/download.shtml
        hat compatible with your present python version. Open FlappyBird.py
        with IDEL or double click to open (do not recommend if default .py file
        editor is not IDEL).

Mac:
Download the version of Pygame from http://www.pygame.org/download.shtml
        hat compatible with your present python version. Open FlappyBird.py
        with IDEL or double click to open
Open FlappyBird.py with IDEL or terminal.
Have fun

Elements in game

Player control element:
        Bird: only the movement at y direction is player controlled

Non-controllable element:
        Moving element:
                Pipe: Two pipes at the same x position have predefined movement
                        only in x direction from right to left.
                Gap: The space between two moving pipes has fixed length
                Sun: Only has movement in x direction. Also defines the moving
                        region of the bird regarding to time.
                Moon: Only has movement in x direction. Also defines the moving
                        region of the bird regarding to time.
                Background: moving background picture does not affect other
                        elements in the game.
                Lighting bolt: Overlay with pipe gap when there is moon showing
                        up
                Encountering birds: Randomly come out from the right side of the
                        window. Have moving speed at x direction and random
                        moving speed in y direction.
                                Red bird: speed the player controlled bird up
                        after encounter
                                Blue bird: set the player controlled bird back
                        to normal speed after encounter.

Static element:
    Top/ bottom boundary: Limitation of the bird's moving region.

Day mode:
    A time period that bird is only allowed to move between the pipes.
Night mode:
    A time period that bird is only allowed to move behind the pipes.