EECE 310 Group 7 Project Proposal

Description:
The project that we have chosen is called Clumsy Bird. It is an open source web version of the popular app Flappy Bird. The code is written in Javascript and uses Node.JS and Grunt. It is intended for other people to extend upon and use to create their own versions of Flappy Bird.

GitHub Repositories:
Original Repository: https://github.com/ellisonleao/clumsy-bird
Forked Repository: https://github.com/ahdavies/clumsy-bird.git

Contribution Plan:
We want to use the base project, Clumsy Bird to create our own version of Flappy Bird. Grunt creates the port in which we can play and test our game. We are planning to create a "Pause" button or key into our version of the game. In addition we were considering creating different levels of difficulty (easy, medium and hard). These levels would just be a variation on the speed of the bird in the game. In order to implement this we would also look into re-make the movement and speed of gravity in the game to make it more smooth and user friendly. We were also considering, time permitting, implementing a cash system where you accumulate points every time you play. These points can then be used to buy new icons for players or buy upgrades or unlock levels. An easy contribution we are also going to make is having the game randomly select a background every time you start the game. This is similar to the original Flappy Bird app and would give the game a more authentic feel.
All of these contributions are subject to time constraints and ease of implementation. Above is a list of potential contributions that must be researched, examined and understood more thoroughly and how they would work in the code. We think these are good goals and ideas that are certainly achievable.