GLA UNIVERISTY, MATHURA

UNICORN FLAPPY BIRD

PROJECT SYNOPSIS
of mini project-1

BACHELOR OF TECHNOLOGY
COMPUTER SCIENCE AND ENGINEERING

SUBMITTED BY-

Vishwa pratap chauhan(181500815)
Prashant lodhi(181500490)
Pranjal jain(181500477)
Abhishek chaudhary(181500015)
Abhishek tiwari(181500029)

SUPERVISOR-

MS. PRIYA AGRAWAL

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING
GLA UNIVERSITY, MATHURA (281406)

CONTENTS

OVERVIEW:-

*The project is written in **python**.*

The gameplay Graphics is good enough and the controls are simple for the users.

*Talking about the gameplay, it's one of the most addictive and played games for all. All the playing methods are too simple just like the real one. All you have to do is just try to stay in the middle of the screen until long green pipes appear in front of you. Here, the user has to control the bird flapping up, down using Spacebar, without touching pipes in order to score game points. This means the more you pass through green pipes, more will be the game points. A **simple GUI** is provided for the easy gameplay. The gameplay design is so simple that user won't find it difficult to use and navigate.*

We will give the exe file so that all of us will enjoy our game.

Prerequisite:-

The prerequisite of this project is the basic knowledge of python.

For this project, we are going to use the Virtual Studio Code IDE and the pygame module. Pygame is a library that is used in creating games in Python. It has four important things.
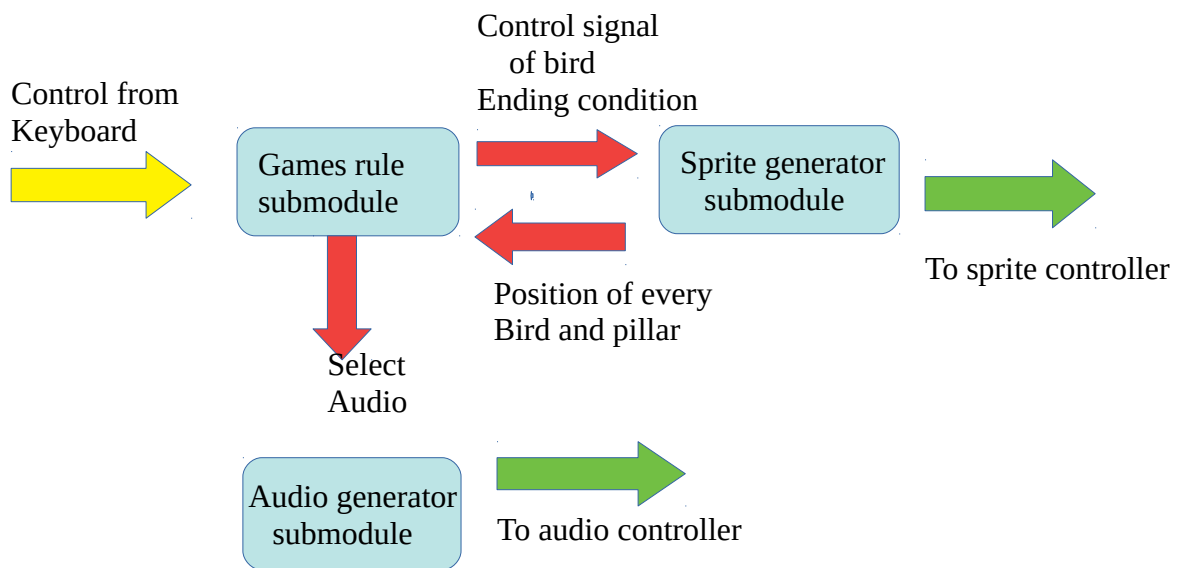
- *Game Loop*
- *Events*
- *Sprite*
- *Sound*

Game stuff preparation:-

The preparations required for the graphics and audio are similar. First the image and audio files had to be searched for online. Once we agreed on the images and audio for the game, we edited them to fit our game design.

Game logic controller:-

We implement the game logic by using python programming language.

The game logic controller should realize the functions which are indicated below: updating the location of the bird from the keyboard, implementing the game rule (whether the game is over or not, computing how many pillars the bird has passed), generating the appropriate audio in terms of the game rule, and controlling the generation of sprites.

Control signal
of bird
Ending condition

Control from
Keyboard

Games rule
submodule

Sprite generator
submodule

To sprite controller

Position of every
Bird and pillar

Select
Audio

Audio generator
submodule

To audio controller

Advice and future work:-

- _Choose high resolution sprite pictures and eliminating sprite background more clearly can make our game picture looks better._

- _Design more complex game logic can increase our game integrity. For example, background changes with time, distance between pillar become random._