PROJECT REPORT

ARTIFICIAL INTELLIGENCE

CID:- 106266

GROUP MEMBERS

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FLAPPY BIRD

INTRODUCTION:-

We have created a game called flappy bird. It is a very interactive game with an amazing GUI. We tried our best to create this game as this game is a perfect project for artificial intelligence.

LIBRARIES USED:-

- RANDOM: - We have imported random which is used in generating different heights of a pipes.

- Sys: - We have imported sys for the keys to work as up and space will move the bird in upward direction and also for the working of cross on the top of the program.
- Pygame: - pygame is the most important library of this whole project as it is based on this library only.

ALGORITHM USED:-

In this project we have implemented a very important algorithm called neural network. As this algorithm is very difficult to understand but we tried our best to implement the code according to the understanding of this network. Neural network basically works as the neural system of our brain. Neural networks of our brain transmit the information and generate the best output according to the environment and learn from the previous outputs.

WORKING:-

Flappy bird games work as the program start the game will show the welcome screen. When you start the game the pipes will move with the given velocity and you have to pass the bird through the given space between the upper and lower pipes by pressing upper arrow key or space. While playing the game the score will be incremented and will show the user on the screen. We have imported sounds according to the action of the bird. If the bird hits any of the pipes the game will be over.

OUTPUT:-