Project Documentation

* Description of the idea:

The project is a remake of the famous game “Flappybird”, where a bird must successfully pass through a gap between two pipes without any collision. For each successful passing, a reward of one point is added to the score. However, if the bird, unfortunately, gets in contact with the ground or the pipes, the game is then over. The pair of green pipes is generated with random spaces each time making the game much more challenging and addictive and with the use of graphics, sound effects and controls such as gravity we were able to bring this game to life.

* Description of the roles and responsibilities of each team member:
* Nada Tamer :
* Setting Window
* Bird and Pipes Movement
* Counter / Score
* Collisions
* Functions:

Game over

Obstacles

* Reem Tarek :
* Setting window
* Bird and Pipes Movement
* Collisions
* Counter
* Functions:

High Score

Score Board

Score Image

Game over

Obstacles

* Graphics (Bird, pipes, Background, Game Over, Score)
* Documentation
* Kareem Elhussieny:
* Sound Effects
* Muhammad Refaie:
* Functions:

Displaying restart message.

Text objects.

* Restarting game functionality.
* How to use Software:
* Install Pygame.
* Run FlappyBirdProject.py from FLAPPY Folder.
* Use ↑ key to play and move the bird and press X to quit the game.(Careful! Move fast before gravity weighs you down)
* When the game is over, you can restart by clicking A.
* Change the Fps (Frames per second) variable if the game is going too fast or too slow.