Game Development COMP 3064

Assignment 1

Name Of Project: Bird Flight

Professor:Przemyslaw Pawluk

Made by: Rumiza Tariq

Student Id: 101048983

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**What the Game is:**

This is a 2D game. There is a plane that is the player and has lots of enemy that are birds. The player/plane is flying through the city and fights against its enemies(birds) till it's somewhere safe. The plane has bullet which can kill the enemy birds and gains 100 points each time its killed. Each time the player/plane collides with the enemy(birds) it will lose 20 life points.

**Key Strokes:**

The key strokes includes the keys : A, S, W, and D as well as the: up, down, left, and right arrow keys for player movement up, down right and left and diagonally.

**Scoring:**

If player kills the bird they earn points and if the player gets hit by bird, it loses life points. The player can also collect points by collecting the coins.

**When Game is Opened:**

The red area should read start and when pressed the game starts. The black area says quit, when pressed player can quit the game.

