Game: Flappy Bird

Version: 1

**Description**

- Create a Game Description

- Underline words that apply to the current version.

- **Bold** words that are new for this version

- No bold or underline indicates we are ignoring that part of the description until a later version

This sentence applies to the previous version and this version. **This sentence applies to this version, but not to the previous version.** This sentence does not apply to previous versions or this version.

* Background Display
  + Display Window
    - Add pillars
    - Add background skyline
    - Window method for moving of the screen
* Flappy Bird
  + Create a circle or football object
    - Method for move when click
      * Move up when click
      * Move down when nothing is clicked
  + Add bird image to the object
* Score
  + Initial score is 0
  + Add score when bird is passed through the pillar
  + Display score on the window
* Game Start
  + Game starts with the menu start and cancel
  + Bird starts moving with a click
* End Game
  + When bird crashes with the pillar
  + Or when the bird crashes into the ground
* Apply machine learning algorithm