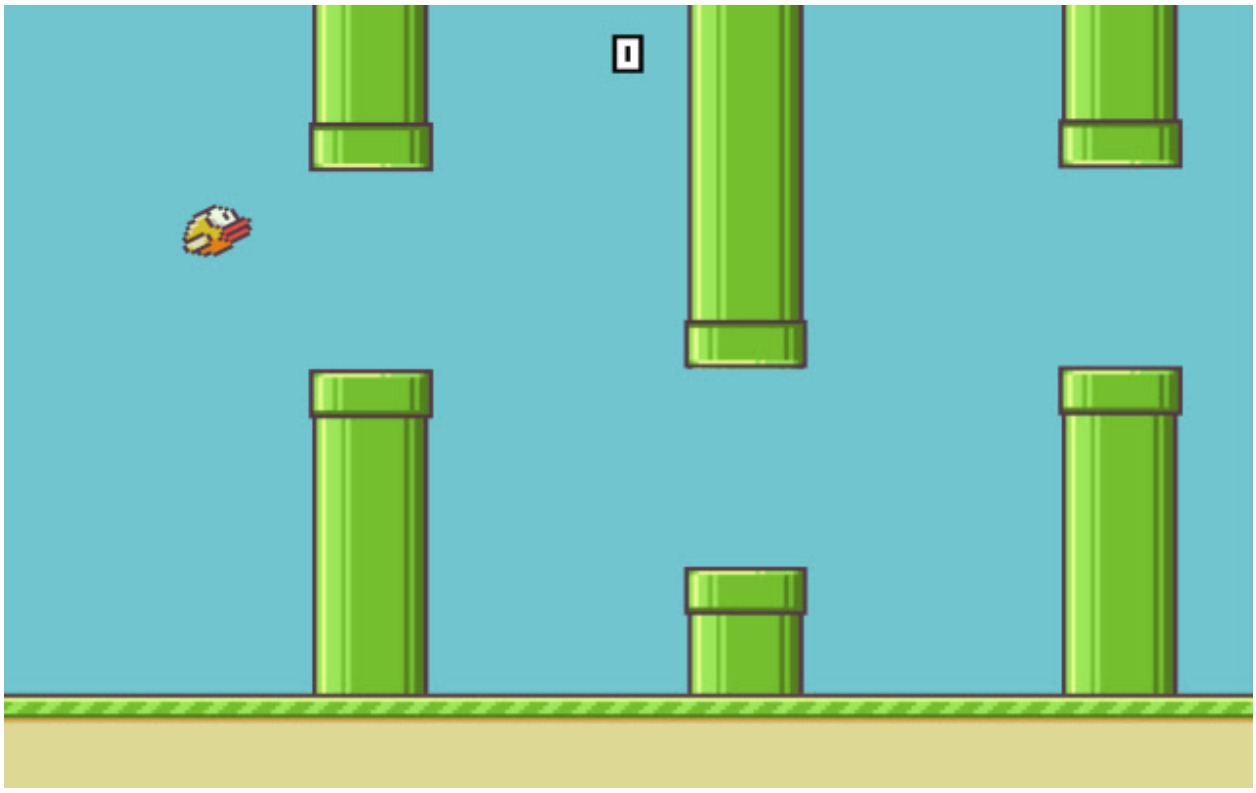
Flappy Bird 3D



Team:

Product Owner: Scott Choi

Gameplay Designer: Justin Spidell

Asset Manager: Branden Clauson

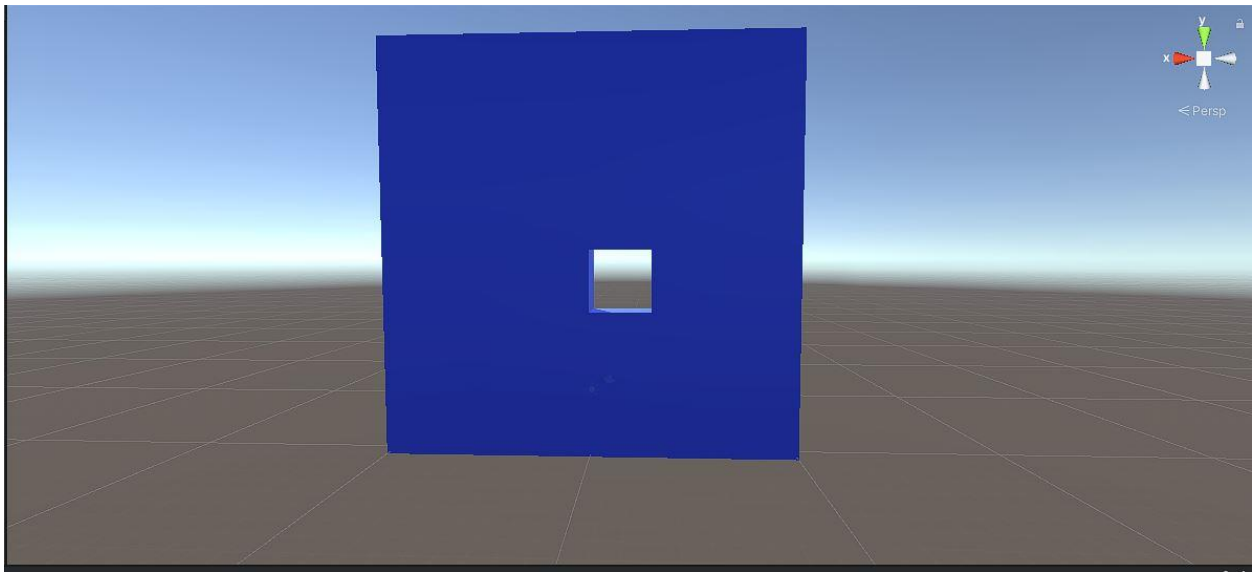
Game Concept: Our plan is to create a 3D version of flappy bird. The player will control left and right movement, and be able to jump to control vertical movement. To progress, the player will have to navigate through holes in walls coming towards them. The aim of the player is to achieve a high score. There will be several PickUps, that offer the player a reward for extra risk. There will also be PickUps with negative effects, that the player should avoid. As the game progresses, the game's difficulty will increase. This will be implemented through a speed increase as well as smaller holes that the player must move through.

PickUps:

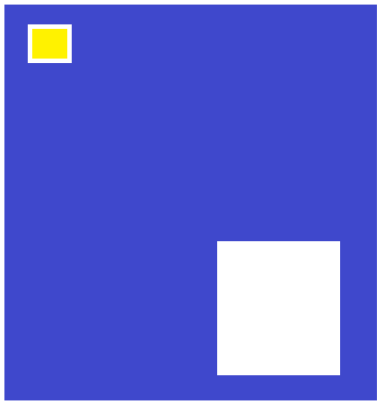
- A boost that allows the player to fly through walls automatically.
- A shield that allows the player to survive one hit of damage.
- A bomb that when used creates a bigger hole for the player to move through.
- (Bad) An arrow that reverses gravity for some time.
- (Bad) A controller that reverses the player's controls.

Proof Of Concepts:

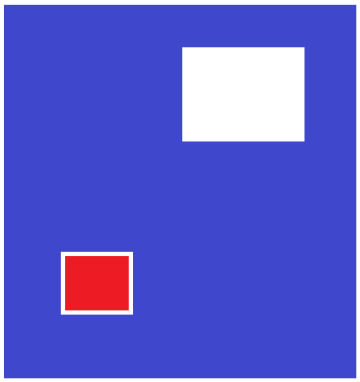
- Hole in the wall that the player model has to jump through



- An example of a Good PickUp



- An example of a Bad PickUp



Project Schedule:

- Wednesday, April 28th - A working game world that allows the player to jump through holes.
- Wednesday, May 12th - Working PickUps, a designed level.
- Wednesday, May 26th - Fleshed out environments, three playable levels.
- Friday, June 4th - Final Build, completed game.