Flappy Bird Project Report

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Flappy Bird Game

Flappy Bird is a game which player must make the bird flies in between pipes by tapping the screen (if player plays in phone) or pressing any button (if player plays in laptop or pc). If the bird falls or hit the pipe, then the player will lose the game.

Code explanation

FlappyBird.java

Text

Description automatically generated

This code is used to draw the flappy bird.

Text

Description automatically generated

This method is used to create the pipe.

Text

Description automatically generated

This method is used to give a color for the pipe.

Text

Description automatically generated

This method is used for the bird’s movement. So, the bird can fly between the pipe.

Graphical user interface, text

Description automatically generated

This method is used to give the movement speed for the bird.

Text

Description automatically generated

This function is used when the bird starts to fly. If the bird pass 1 pipe, the previous pipe will be deleted and the next pipe will appear.

Text

Description automatically generated

This is the scoring function and the game over function (when the bird hits the pipe).

Text

Description automatically generated

This function will make the bird keep flying when passing the pipe.

Text

Description automatically generated

This is the game over function (when the bird hits the ground).

Text

Description automatically generated

This is the color method. This method will fill the color for the bird, pipe, ground, etc.

Text

Description automatically generated

This function is for the writing settings.

Graphical user interface, text, website

Description automatically generated

This is the main methods that will create the flappy bird.

Text

Description automatically generated

This method is for the control setting. So, player can click the mouse to jump or press the space button in keyboard to jump.

Renderer.java

Text

Description automatically generated

This class will handle all the rendering in a while loop.