



Tom CHITTY

Unity version: 2019.3.5f1

The goal of this game is to go as far as possible with the bird, avoiding obstacles.

MECHANICS

The bird is subject to gravity.

CONTROLS

Key	Action
SPACE OR LEFT CLICK	Jump
ESCAPE	Enable/Disable Pause Menu

DEATH

You can die in 2 ways:

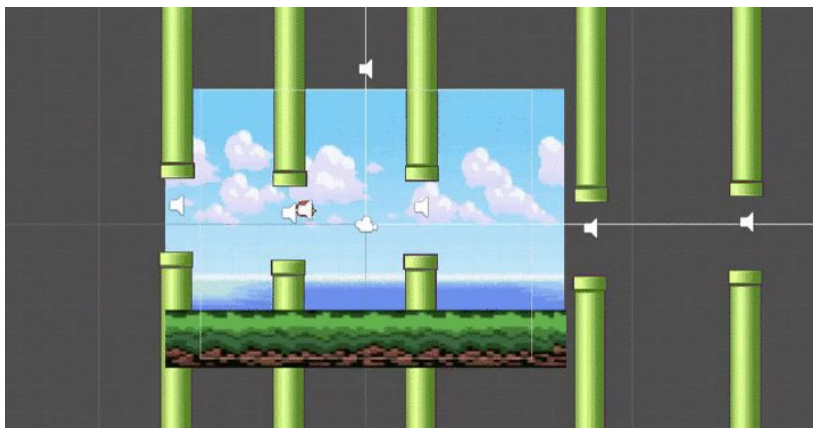
- colliding with an obstacle
- colliding with the ground

SCORE

You get 1 point if you pass an obstacles without colliding with it.

OBSTACLES

PROCEDURAL GENERATION



The obstacles are **generated** and **deleted** procedurally.
The positions **x,y** are set **randomly**, following some restrictions.

MOVING OBSTACLES

The obstacles can move **vertically** OR **horizontally** (following the character x position).

The **chances** to have a **moving obstacles** increase over time:

VERTICAL MOVE

Elapsed time (s)	Chances
0	1/10
20	1/8
30	1/5
60	1/2

HORIZONTAL MOVE

Elapsed time (s)	Chances
0	1/30
20	1/10
45	1/8
60	1/5

SCROLLING SPEED

The scrolling speed increase every 15 seconds.

UI

SOUND & MUSIC

In the "*Options*" menu, you can **enable** or **disable** the **music** and the **sounds effects**.

PAUSE MENU

During the game, pressing the *ESCAPE* key freeze the game and allow you to go back to the main menu.