Flappy Bird Design

Game Objective

This will be an endless side scrolling game where the player (bird) will appear to be moving across the screen at a constant speed, and must be navigated around obstacles to collect points. You will gain 1 point per obstacle which will be compared to your high score at the end of the game; the game will end once you hit an obstacle.

Controls

You will move the character up and down by clicking the screen. Each click needs to make the player jump upwards by a fixed amount. The fixed jump height is important as it will be factored into the challenge of avoiding obstacles.

Obstacles

The most basic obstacle will be walls (pipes) which appear at the top and bottom of the screen at a fixed distance from each other. The pipes will appear in pairs with one on top and one at the bottom, creating a gap that the player must fly through in the centre. The gap between the pipes must be a fixed distance, but will be very slightly smaller than the player’s fixed jump height.

Extras

If the basics of the project are completed to a sufficient degree before the deadline the following features could be added.

Different obstacles;

* Pipes that move up and down at a fixed speed
* Some sort of projectile that moves across the speed, perhaps having several projectiles moving at different speeds.

Powerups;

* Bombs that clear the pipes on the screen when a key or section of the screen is pressed.