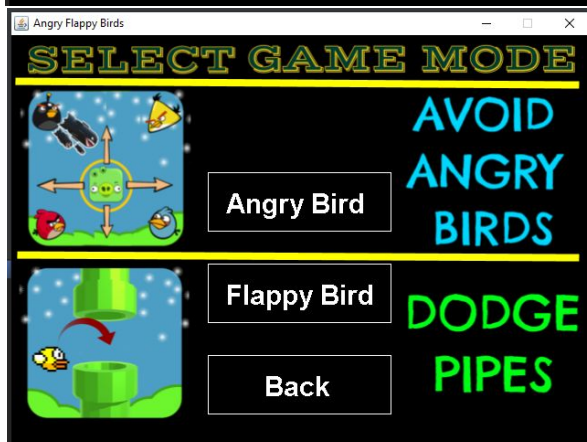## MENU SCREEN

This is the menu screen that occurs when you open the game. There are 3 buttons. The play button takes you to the select game mode screen, the help button takes you to the help screen, and the quit button closes the program.

HELP SCREEN

The help screen is designed to teach the user controls. For the Angry Birds game mode, the user uses the arrow keys to move the green pig and in the Flappy Bird game mode, the user presses the spacebar to jump. If the user presses p, the game is paused and if the user presses escape, it returns to the menu screen

SELECT GAME MODE

This screen allows the user to choose between 2 game modes or go back to the menu screen. The game modes are separated with yellow lines and show a preview of the game along with simple yet effective instructions for the player. For Angry Birds, the goal is to avoid the Angry Birds and the preview shows the four potential enemies. The enemies include the red bird which is the regular enemy with normal speed and size; the yellow bird which has superspeed; the bluebird which is smart and follows the path of the player; and the blackbird, which appears at level 10 and shoots projectiles at the player. In the Flappy Bird game mode, the goal is to dodge the pipes to get points. The preview shows the bird jumping between two pipes.
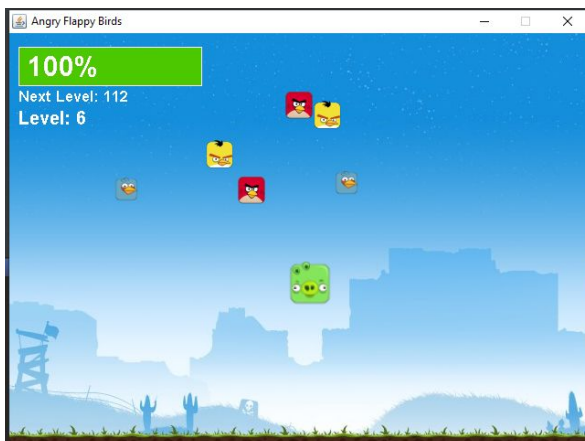
ANGRY BIRDS GAME MODE

In this game mode, the user plays as the green pig and avoids the angry birds using the arrow keys. If the player touches the bird, their health decreases and once it is zero, they lose. On the top left, it shows the user's health using a health bar and it also displays their current level and the time until the next level. The background is a beautiful blue sky with mountains and grass.
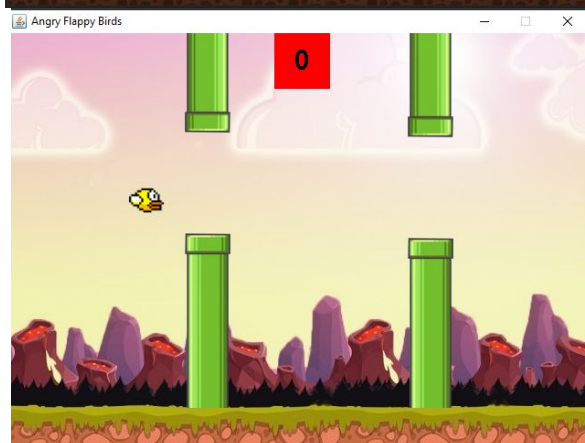
FLAPPY BIRD GAME MODE

In this game mode, the user presses the spacebar in order to make the flappy bird hop through the pipe obstacles. If the bird touches the pipes or the floor, the game is over. The red box on the top displays the score. The user is rewarded with a point if they manage to hop through a pair of pipes without collision.

PAUSE SCREEN

The pause screen can be accessed during the game by pressing p at any moment. In the pause screen, there are further instructions on how to play in case the user forgets mid-game. In addition, the escape button can be used to return back to the menu if the player wants to leave the game.
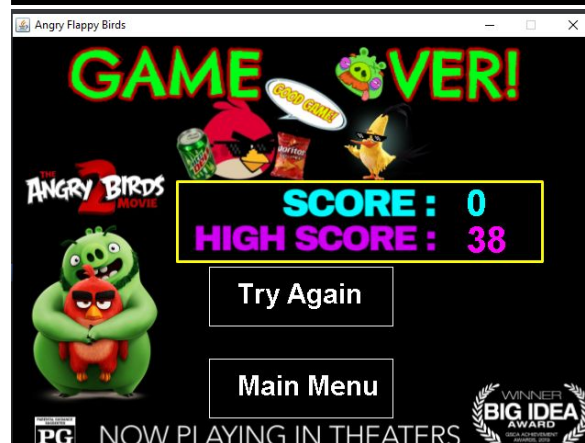
GAME OVER SCREEN

The game over screen displays the user's current score and their highest score of all time. This means that if the user closes the program, their high score will still be saved. In addition, it shows images from the Angry Birds movie which was the purpose of the program which was to advertise a movie in a game.