Hello!

1. **Download Unity:** https://unity.com/download
2. **Clone Github Repo:** https://github.com/aylingorgun/flappy-remix

Sensitivity: Internal / Non-Personal Data

Hello!

I’m Aylin.

My Engine Choice: Unity

Favorite Games:

- Far Cry 3
- Hotline Miami
- Pistol Whip

Sensitivity: Internal / Non-Personal Data

What Is a Game?

A system of rules where players pursue a goal.

Defined by:

- Goals – what the player is trying to achieve
- Rules – constraints that make the goal challenging
- Feedback – how the game responds to the player's actions
- Voluntary participation – players choose to play

Sensitivity: Internal / Non-Personal Data

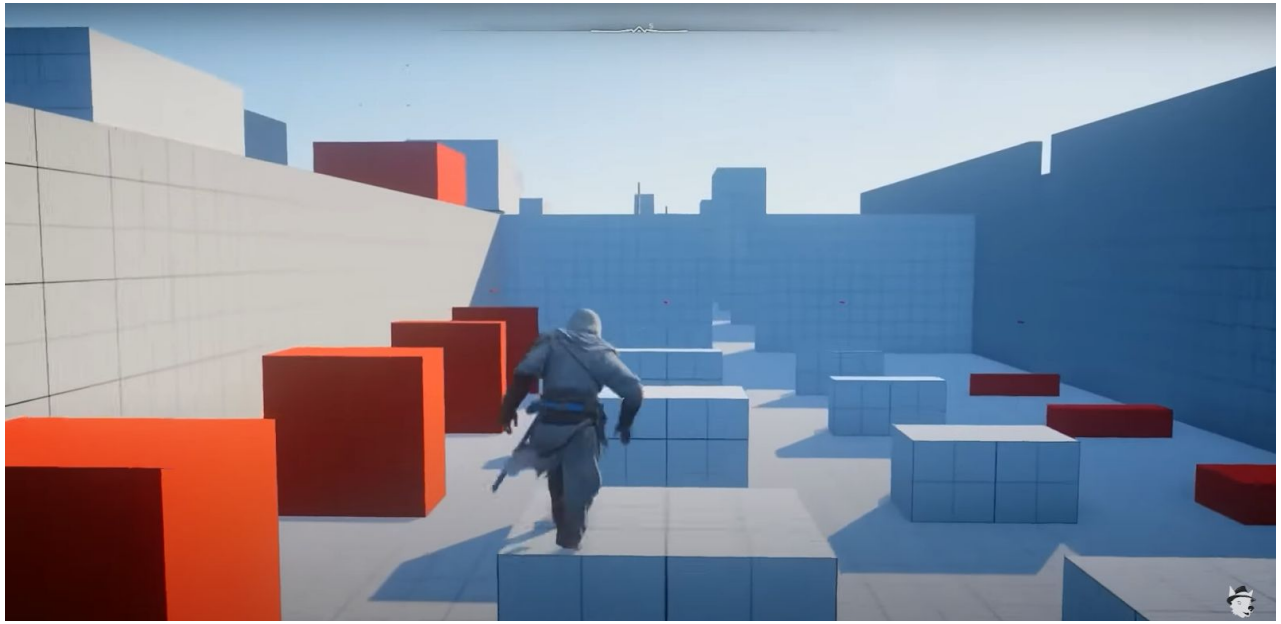
What Makes a Game Fun?

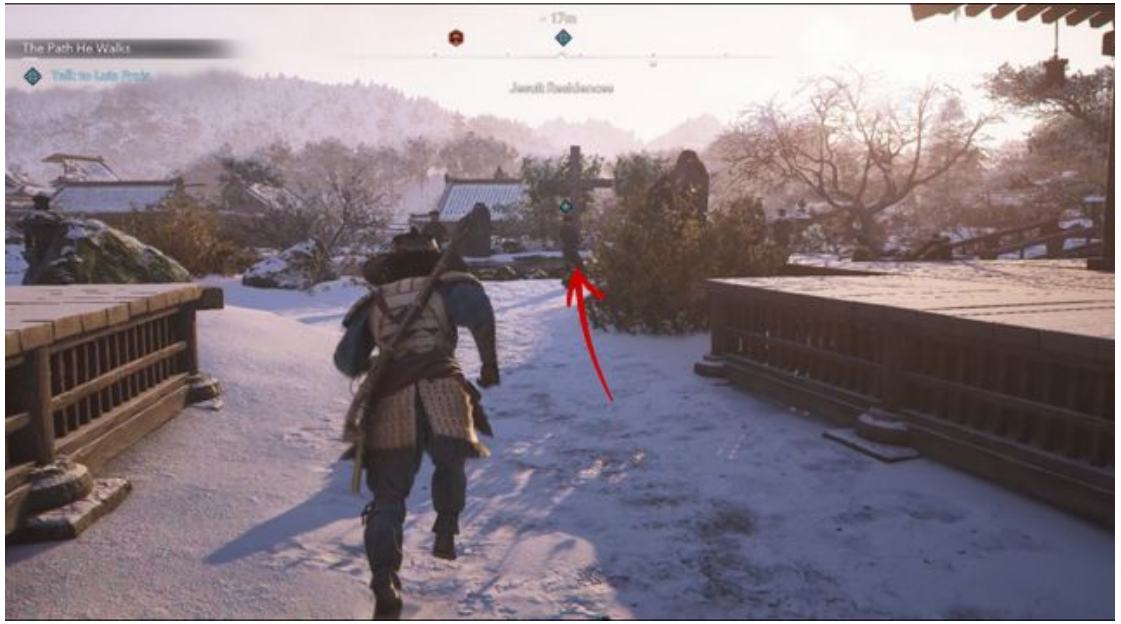
- Feedback Loops – Player acts → Game reacts → Player adjusts
- Challenge vs. Skill – The “Flow” state
- Reward Systems – Points, progress, visuals, sounds
- Meaningful Choices – Players feel in control of outcomes
- Iteration – Testing and refining until the core loop feels good

Sensitivity: Internal / Non-Personal Data

Game Elements

- Visuals (Sprites) – Characters, backgrounds, UI
- Effects (FX) – Particles, screen shake, transitions
- Audio – Background music, jump sounds, hit effects
- Score / UI – Give context to player actions
- Physics – Motion, gravity, collisions





Sensitivity: Internal / Non-Personal Data

Game Genres

- FPS (First-Person Shooter): *Call of Duty*, *Halo*.
- RPG (Role-Playing Game): *The Witcher*, *Final Fantasy*.
- TPS (Third-Person Shooter): *Gears of War*, *Fortnite*.
- Action-Adventure: *The Legend of Zelda*, *Uncharted*.
- Strategy: *StarCraft* (RTS), *Civilization* (TBS).
- Simulation: *The Sims*, *Flight Simulator*.
- Sports & Racing: 2K, *FIFA*, *Forza Horizon*.
- Puzzle & Casual: *Candy Crush*, *Tetris*.
- Horror/Survival: *Resident Evil*, *Dead by Daylight*.
- MMO / Online Multiplayer: *World of Warcraft*

Sensitivity: Internal / Non-Personal Data

Game Domains

- Board Games – Physical or digital, often turn-based, strategy or social focus.
- Mobile Games – Short sessions, touch controls, monetization-focused.
- PC / Console Games – Deep experiences, richer mechanics, longer play sessions.
- Web Games – Quick to publish, easy to share (HTML5, platforms like itch.io).
- VR / AR Games – Immersive input, physical presence, spatial interaction.
- Experimental / Art Games – Narrative-driven or emotionally focused, often unconventional gameplay.

Sensitivity: Internal / Non-Personal Data

Game Engines

- Unity (C#) – Industry standard, 2D/3D support, asset store. Hollow Knight, Cuphead, Among Us
- Godot (GDScript, C#) – Open source, light, beginner-friendly. Deponia Doomsday, Kingdoms of the Dump
- Unreal Engine (C++) – Powerful visuals, more complex. Fortnite, Gears of War series, Final Fantasy VII Remake
- Construct / Scratch – No-code or low-code for beginners. Angry Birds prototypes
- Phaser / p5.js (JavaScript) – Great for web-based games
- Custom - Anvil Assassin's Creed

Sensitivity: Internal / Non-Personal Data

Getting Others to Play Your Game

- Itch.io – Free, indie-friendly, easy HTML5 uploads
- Steam – For polished PC releases (requires marketing & fees)
- App Stores – Large audiences, but strict requirements
- Game Jams / Portfolios – Great for visibility & practice
- Publishers – Optional partners for marketing, funding, QA

Sensitivity: Internal / Non-Personal Data

GDD (Game Design Document) for Today

Game Concept: A simple, one-touch arcade game where players tap to make a bird flap and navigate through endless gaps between pipes to achieve the highest score possible.

Genre: Hypercasual

Platform(s): Web

Target Audience: Casual players who enjoy quick, simple, skill-based challenges

Core Gameplay:

- Core Loop: Tap → Flap Upward → Avoid Pipes → Score Point → Repeat
- Controls: Mouse Click: Flap (apply upward movement. Continuous automatic forward movement (player controls only the vertical motion)
- Progression / Rewards: Score increases by 1 for each set of pipes passed

Art & Style:

- Visual style: 2D pixel art
- Audio style: Light, upbeat chiptune soundtrack. Point sound when passing pipes

Monetization / Distribution

- Free-to-play
- *Web itch.io build for browsers.*

Sensitivity: Internal / Non-Personal Data

Resources

AssetStore

Midjourney

freesound

/in/aylingorgun/

HeckırRackır

Sensitivity: Internal / Non-Personal Data