Blakeley Cremer

I plan to create a similar version of the popular game "Flappy Bird" and instead use aviation imagery and have many different achievements and functions throughout the gameplay. One challenge I had while designing was that I wanted to make the game have multiple use of keys, and so to make it more interactive, I will instead add 2 planes and make it multiplayer, where one could use the ws and up/down keys. I may also play around with having a horizontal component to the game, where it can accelerate/decelerate. I may add multiple screens (something to do with TopGun) and have sound effects.

I will use this graphics pack to help create my game.