



# Angry Birds

## Project Demonstration

Casper Tillander, Linnea Haapio, Julius Halmela, Matilda Stendahl

# Instructions for building

1. Install SFML `use package management tool`
2. Clone git repository `clone from gitlab`
3. Navigate to Project directory `cd Project`
4. Create build directory `mkdir build`
5. Navigate to build directory `cd build`
6. Compile `make`
7. Run `./AngryBirds`

HOME

# SETTINGS



Choose background  
sound to be on or off



Choose game mode to be  
normal mode or mode  
without gravity





PLAYER NAME:

SUBMIT

# HAPPY BIRDS

Log in to save  
your scores

PLAY

Choose level  
and play game

SETTINGS

Change sound  
and game mode

CHOOSE BIRD

Choose regular  
or special bird

LEVEL EDITOR

Create your own  
level



HOME

# CHOOSE A BIRD

Choose regular bird

Choose bird with  
special attack feature



HOME

# LEVELS

LEVEL 1

LEVEL 2

LEVEL 3

Choose level to play:

level 1: easy, level 2: medium, level 3: hard

Previous scores will be visible if the current  
player is not a new player





BIRDS REMAINING: 3  
PIGS REMAINING: 3

Number of birds and pigs remaining

After launching the special bird, click a second time to activate the attack feature

Enemies to be destroyed

Click on bird, drag to see trajectory points and shoot at fortress



# LEVEL COMPLETED

If level is completed,  
score will be displayed,  
back to level selection

TO LEVELS

# GAME OVER

TO LEVELS

TRY AGAIN

If level is not completed,  
choose to try again or go  
back to level selection

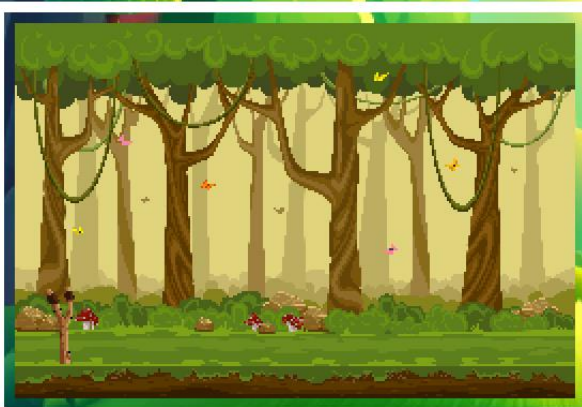


HOME

CREATE LEVEL

Choose the background  
for your own level and  
then press "Create level"

# CHOOSE BACKGROUND





PLAY LEVEL

Choose items and place them  
in the world, play the created  
level by pressing "Play level"

