Flappy Bird User Manual

In order to start the game, the game needs to be reset. Do so by pushing SW8 into the forward position, then pull it back into the back position. The seven segment displays HEX3 – HEX5 should now display a horizontal line in their center. This resets the high-score. To begin a game, press KEY3 then release it. Now the flappy-bird should appear (as a red dot). To make the bird “flap” (or fly) press or hold KEY0.

The objective of the game is to get as far as you can. Do so by “flapping” the bird between the green pipes without hitting them otherwise the game will end. Each time the bird successfully flies between the green pipes, the seven segment displays HEX0-HEX2 will increase so that you know exactly how many pipes you have flown through. Just note that if you fly beyond the highest row of the LED array then the game ends. If the bird hits the ground, the row below the lowest row of the LED array then the bird will hit the ground and the game ends. Whenever the game ends the high score will be updated with the current score which is displayed on the LED display.