Intro to Programming Capstone Project - README Template

Flappy Bird Game

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Introduction:

Flappy Bird is a game in which a player controls an animal to move between columns without hitting them or falling down. This new version of Flappy Bird implements enhanced abilities and new obstacles. The player receives a point (or a coin), which can later be used for opening new abilities, for each successful pass through a pair of columns. Anyone who wants to play a simple and quick game may enjoy Flappy Bird. The goal of this game is to solve the problem of boredom.

Instructions:

Make the bird fly up by pressing on the spacebar such that the bird can fly through the pipes. Use J, K, L for decreasing the character's speed, widening the gap between columns, or becoming invulnerable for a few seconds.
[optional feature - level 2: collecting coins, decreasing speed, making the gap between columns bigger for an interval of time, becoming invulnerable for an interval of time, including new obstacles, etc.]

On the screen:

- Menu at the beginning(Click to start, Click to see highest scores)
- After the character dies(Click to Restart, Click to see Dashboard)
- Choose characters
- Best scores
- [New abilities for the character]

Class List:

- SimpleWindow (window, background & color)
- Flappybird (default character)
- Character
- Pipe
- ArrayListPipes
- Score
  // unimplemented
- Money
- Menus (at the beginning and at the end)
- (Trap)

Credits:

[Gives credit for project components. This includes both internal credit (your group members) and external credit (other people, websites, libraries). To do this:

- List the group members and describe how each member contributed to the completion of the final program. This could be classes written, art assets created, leadership/organizational skills exercises, or other tasks. Initially, this is *how you plan on splitting the work*.
- Give credit to all outside resources used. This includes downloaded images or sounds, external java libraries, parent/tutor/student coding help, etc.]

Michelle: window, background, jump method, keys

Quang Le: Pipe, movement of pipes, working on collisionDetection

Kevin Lee: add picture,UML and README, starting menu,change panel, menu(restart, character button)