

# Intro to Programming Capstone Project - README Template

## Let's Jump Game

**Authors:** Kevin Lee, Michelle Chen, Quang Le

**Revision:** May 19, 2022

### **Introduction:**

Flappy Bird is a game in which a player controls a character to move between columns without hitting them or falling down. This new version of Flappy Bird implements random character and background and moving obstacles. Also if the player heads to 500 pipes, the player can win this game. 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, and sense of accomplishment.

### **Instructions:**

Spacebar: Start the game

Spacebar and Up arrow: Jump

### **Class List:**

- ArrayListsCoins
- ArrayListsPipes
- Coin
- Instruction
- Jumper
- Pipe
- ScreenMain
- SimpleWindow
- Sprite
- StartingMenu

### **Credits:**

Michelle: window, background, jump method, keys, instructions, character-backgrounds.

Quang Le:

- ArrayLists (Coins and Pipes)
- Pipe
- Movement of pipes

- New obstacles (moving pipes)
- Collision Detection (Bird - coins and Bird - pipes)

Kevin Lee:

Starting Menu

Changing Panel

Flying time

Ending Menu

Button(Exit, restart)

References: Shelby's ArrayList Demo

Shelby's Collision Detection Demo

Java API