**Flyier**

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# Intro

This game is a 2d endless jumper game, where your goal is to get the player to the highest possible score.

# Technology

Flyier is developed in Visual Studio 2022 for Windows using the SFML framework.

# Objective

The main objective of this game to to get the highest score. You do this by making the player jump and avoid enemies. The platforms are there to let the player rest on until the player can freely move again.

# Gameplay

This game is an endless runner type game where the game moves from bottom of window to the top.

There are platforms that the user can move through the side or the bottom but sit on top. There is also move platforms that the user cannot sit on for too long

The users score increases as they jump.

# Level

There is one level. It is an endless and has randomly generated platforms and enemies.

# Controls

Space bar – Jump

Left arrow – move right

Right arrow – move right

# GUI

There are 3 UI screens for this game.

The first is the menu. This contains the game title and how to start the game.

The next is the game screen. The UI on this screen is the score. This is located on the upper left corner

# Audio

We have 2 audios for this game.

One being the jumping sound, when the user hits the space bar. The other is a small death sound that plays when the user hits an emeny.

These were sourced from freesound.org

# Music

The background music for this game is happy and light track that plays on loop through out the game and the menus. This sound was gotten from freesound.org

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# GitHub Link

<https://github.com/ellen0leary/BouncingBallGame>