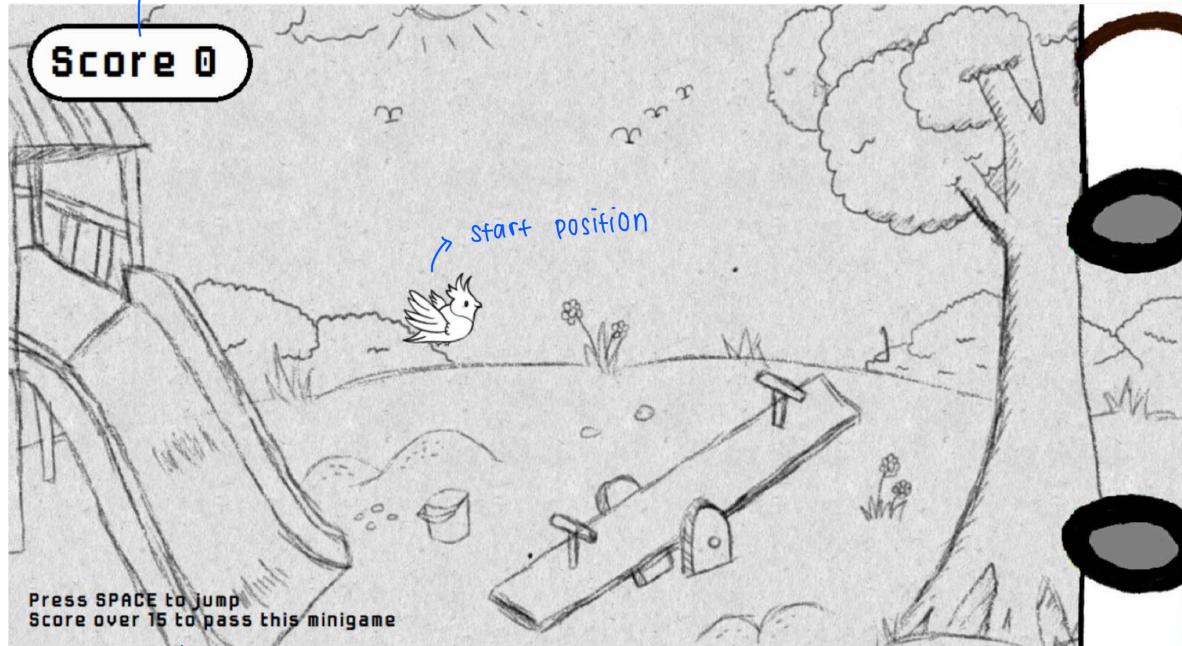
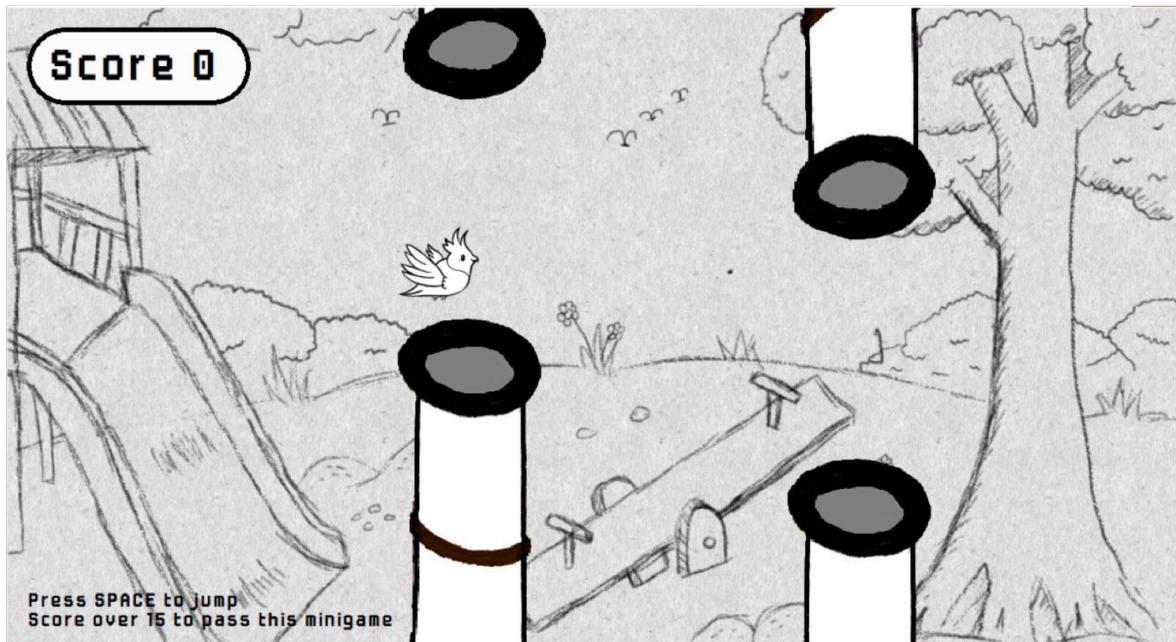


1
START

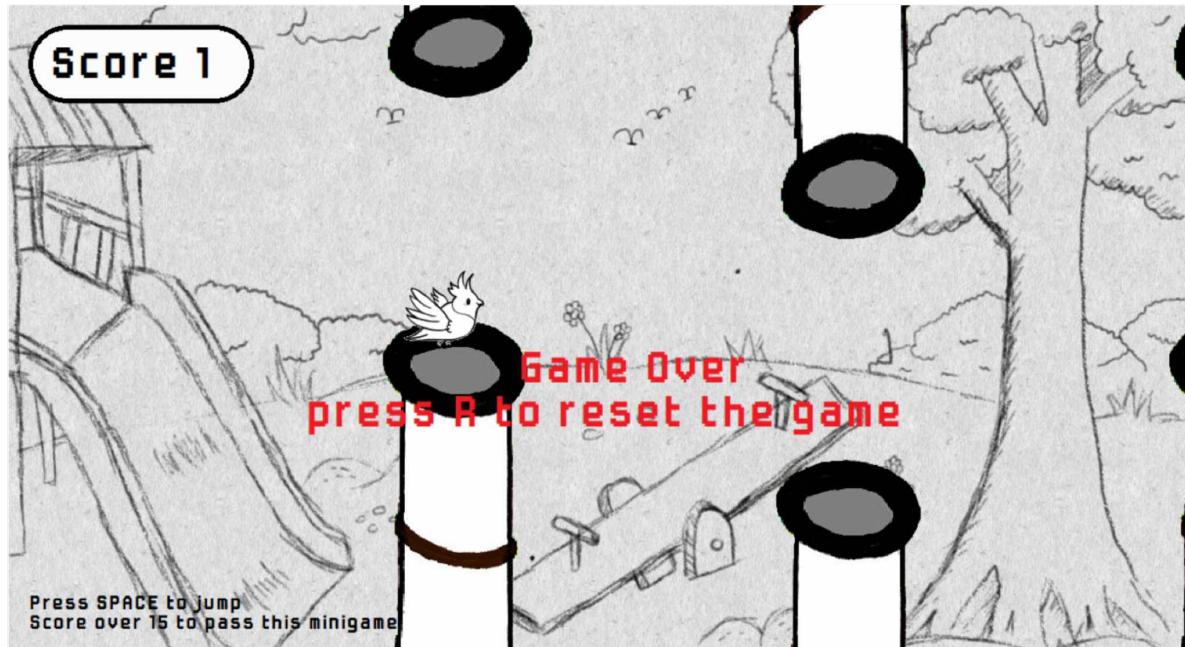


↳ instruction

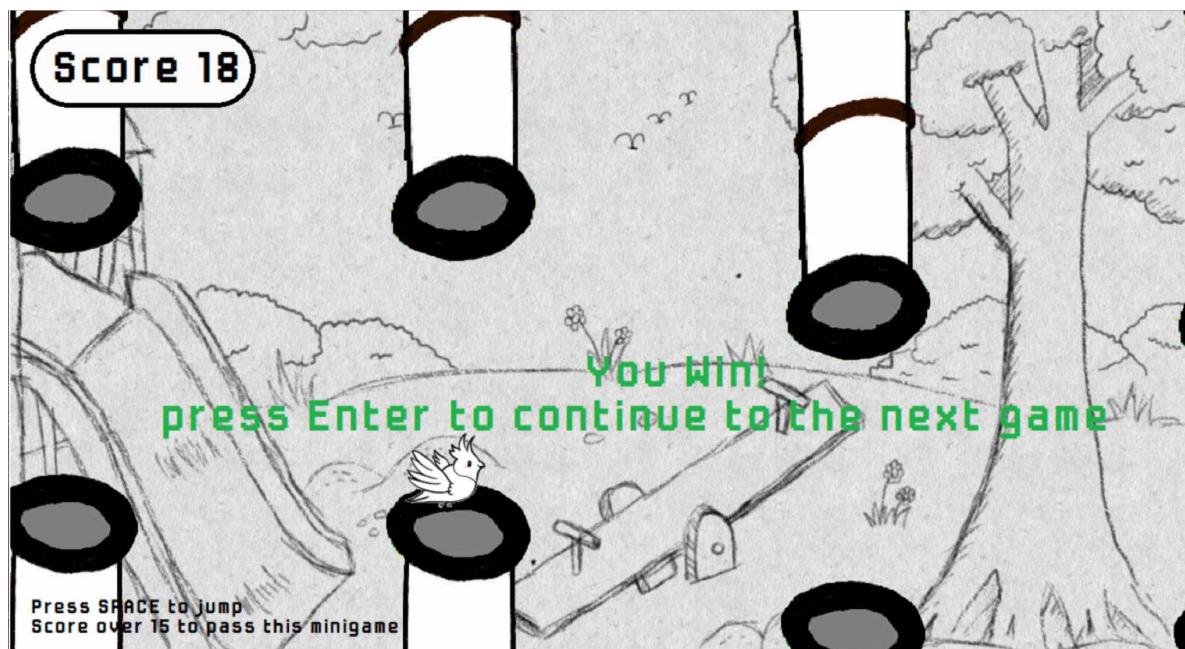
2
GAME
PLAY
PASS 1 PIPE
+1 point



3
GAME
OVER
before
min. score



4
WIN
score over
15 , get
4 pieces
picture



Step 1 : Initialization

1. Create image variable : bird , BG , pillar
2. Create music variable : MUSIC
3. bird coordinate : 400 , 400
4. SCORE : 0
5. pillar coordinate : 1200 , 1600 , 2000 , ...

Step 2 : Run the game

1. every fps \rightarrow pillars moves to the left (2 pixels)

2. bird movement \rightarrow $10y = (u-5)^2 + 25$

$10y = -(u-5)^2 + 25 \rightarrow$ actual bird modif. cause the point (0,0) is on the top left corner, instead of bottom left.

3. Check if there're any overlapped in the pillar.