

Super Bird Adventure

The goal of this game is to help the bird to reach the final end point by overcoming all the obstacles (rolling objects) which come up during the travel. You can save the bird by moving it upwards or downwards using the keyboard 'UP' or 'DOWN' keys respectively. You cannot move the bird beyond the screen. Additionally, the score will be increased by 100 points each time when the bird hits a gold coin. If your score reaches **900** you will get **one lifeline**, which can be used to save the bird's life for one time. The player will get a signal indicates 'lifeline used' when the bird hits the object with the valid lifetime - the bird will blink twice and resume the travel. Once you uses your lifeline, you will no longer have a lifeline during the game. If the bird collides with the rolling object, the bird will die and you will lose the game. A menu screen will pop up then, in which you can select the option as either 'Play Game' or 'Quit'. Play Game will start over the game and Quit will exit the game.

Moreover, this game has three levels: Level 1 (Beginner), Level 2 (Intermediate) and Level 3 (Advanced). Upon the success of each level, you will be proceeded to the next higher level with no delay. The Life, the Level number and the Score appear at the top of the screen. As the level increases, the number of gold coins, number of rolling objects and their speed will be increased automatically. If you successfully complete all the three levels, you will win the game. The player will get feedback based on the score at the end of the game.

To play the game, run **Game2D_project1.py** file. Best of Luck!