

# DLD PROJECT PROPOSAL

## Team Members:

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## **Project Idea A: (Main Idea)**

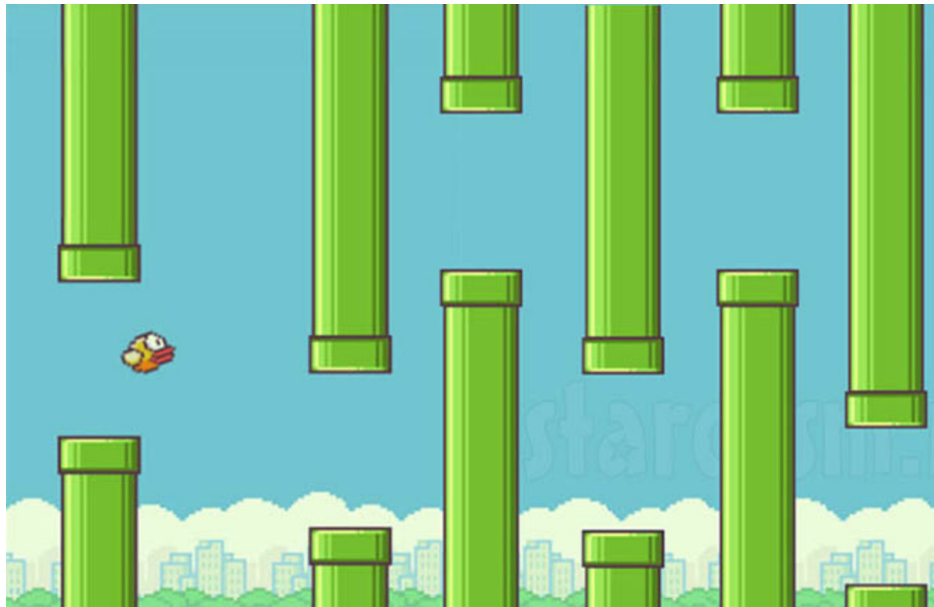
### **Project Title**

Flappy Bird Game

### **Project Description**

Games are everywhere, from playing on a Nokia 3310 to now on the latest smartphone device, to playing on the old box PC to the slimmest laptop. But what's common in all of them is that most of them are timeless and universal, and such is the game that we have decided to make for our project - Flappy Bird. Almost everyone of us has played flappy bird countless times in our lives but never thought of what's happening behind the scenes. Through this project, we will develop the flappy bird game by implementing the learning of this course. It will be like the original game where a bird moves forward on the screen horizontally from left to right with pillars as obstacles in the bird's way which have to be avoided. The bird can move up and down vertically to avoid the pillars. The game is for everyone especially for those interested in simple classic mobile games.

### **Prototype**



(A Sample game prototype snippet, our game will be modeled the same way)

### **Tentative division of work**

The work is equally divided amongst the 4 group members. More details to follow as the project proceeds.

### **Project Idea B: (Secondary Idea)**

**Digital Alarm Clock:** Making use of mainly FPGA board, LED Displays, ICs and a count-up scheme for changing the clock time we can design a digital alarm clock which includes functionalities like setting hours, minutes and turning on/off the alarm as well as the clock and an additional function such as buzzer for alarm.

### **References**

1. [https://en.wikipedia.org/wiki/Flappy\\_Bird](https://en.wikipedia.org/wiki/Flappy_Bird)
2. <https://flappybird.io/>
3. <https://psmag.com/economics/flappy-bird-candy-crush-still-making-much-money-75048>