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CSS 385

Project 3   https://hotpup.github.io/flappy-bird-2/

For this project, I remade Flappy Bird. The only control is the space bar which makes the bird/player go up a little. The main way the bird moves is through gravity and the flapping of the wings aka "the space bar". The way to lose is by hitting one of the pipes. Hitting one of the pipes triggers the "Game Over" text to pop up and your control over the bird is taken away so the bird just falls off the screen. The way to win/the goal of the game is to move between the pipes where there is a trigger which will add to the score which is shown in the top left.

The pipes spawn just offscreen to the right in a fixed location and will move left until they are just off-screen and despawn. The pipes also spawn at different heights with bounds around the screen's top and bottom.

This project took me around 3 hours to complete maybe more. The most difficult part of this project was getting the score to update and display correctly. I tried to make the scorekeeping part of the script for the pipes so the collision is detected and the score is added to in the same script, but that made multiple different scripts trying to change the score all starting from different numbers. I also realized that the isTrigger checkmark on the collisions makes the object not collide with other objects, which made the pipes pass through the bird for the majority of my development. I also struggled with posting to GitHub as I accidentally pushed too much and I couldn't undo it.