Flappy Bird

* MDA Analysis
  + Mechanics-
    - Press screen to flap wings (increase height)
    - Can’t hit pipes
    - Can continuously “jump”
    - Assets: bird itself and generated pipes
    - Increase speed after certain milestones (can’t remember if in original)
    - Progress number increases (level) if you make it through a pipe
  + Aesthetics-
    - Emotional- the rage and frustration of either not beating your highscore or not being able to successfully make through the pipes bc it seems so easy
    - Short term-the triumph of making it so far
    - Long term- addicting as you try to improve your ability to get farther in the game
  + Dynamics-
    - The assumption that the game is relatively easy
    - Competition
    - Progression
    - Fast pace filler unless you spend hours trying to beat score
    - The art of rhythm
  + Extra:
    - knockoffs made, social relatedness and influence
    - hook: gaps look quite large visually making you think its easy to get through
    - game fueled by frustration
* Mechanical Problem Analysis
  + Problem
    - No checkpoint or lives system
  + Fix
    - Add lives or checkpoint.
      * Start out with three
      * Have ability to gain more
      * Have ability to checkpoint the game
        + Implement an “ad” like popup to earn these lives or checkpoint
  + How the change affects game
    - Reference to similar games that still do well
* Background
  + May 2013
  + Dong Nguyen developer Vietnam based, published by DotGEARS Studios
* Helpful/Sites used
  + MDA analysis: <https://yukaichou.com/gamificationnews/flappy-bird-game-addiction-octalysis/>
    - Feelings/experiences: <https://theconversation.com/flappy-bird-and-the-eight-secrets-to-optimal-gameplay-25603>
    - Diff in dynamics vs mechanic: <https://www.universityxp.com/blog/2019/10/8/game-dynamics>
  + Tutorial to make flappy bird: <https://noobtuts.com/unity/2d-flappy-bird-game>
    - Specifically doing the animation: <http://coffeebreakcodes.com/2d-flappy-bird-game-tutorial-unity3d/>
    - Working with sprite sheet(animation): <https://medium.com/geekculture/working-with-sprite-sheets-in-unity-d30278832370>