**Tribhuvan University**

**Institute of engineering**

IOE, Pulchowk Campus.

Department of electronics and computer engineering

C mini project proposal

Project title: Flappy Bird.c

Members:

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Text editor and compiler used: Codeblocks with MinGWcompiler

Introduction

Flappy bird is an interesting game where you have to cross through the vertical obstacles and score points for every second a player survives. This can be used in web browsers to kill the boredom for a while caused by the massively slow internet connection or no internet connection until the connection resumes.

The library functions listed below will be used in accordance to need:

1. #include<SDL2/SDL.h>
2. #include<stdio.h>
3. #include<SDL2/SDL\_ttf.h>
4. #include<SDL2/SDL\_mixer.h>

Libraries 1,3 and 4 are used for the requirements of game processes, loads and other entities required.

The program is be made bug free as far as practicable. After the completion of the project, we expect that we will be proficient in basic concepts of C programming language and gain sufficient knowledge about key concepts like graphics, array, pointers, switch case, structures, etc. Also this project enhances our skills of problem solving and group work, which is a much needed skill in this field.