



# Flappy Jay

*Friday Lab Group*

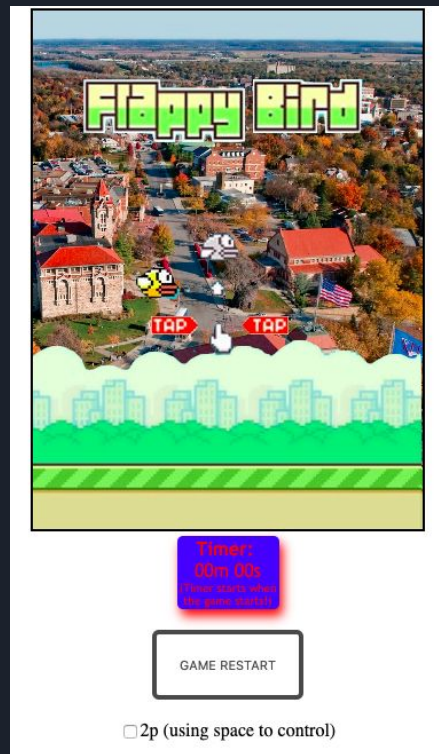
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# Project Overview

Game Modeled After Original Flappy Bird

Javascript

HTML



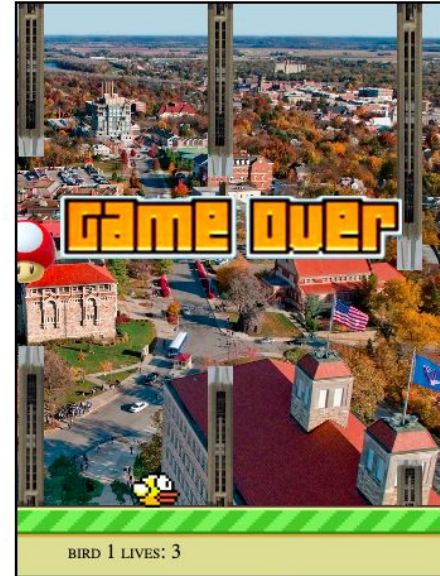
# Original Features

Images

Sounds

Stay within the Pipes (Campanile)

Increasing Difficulty over Time



Timer:  
00m 08s

GAME RESTART

☐ 2p (using space to control)

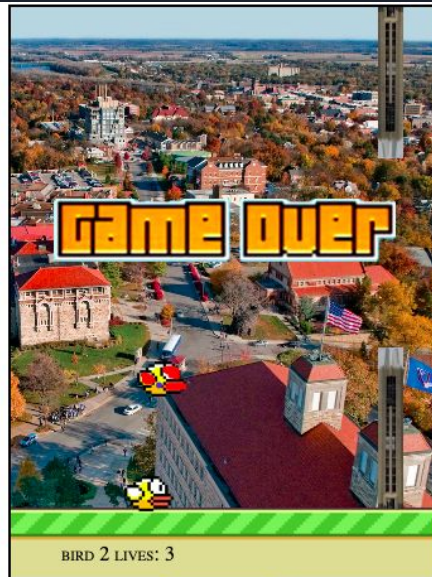
# Additional Feature 1

2 Player Mode

Player 1: Mouse Click

Player 2: Space Bar

Players Share Amount of Lives



Timer:  
00m 01s

GAME RESTART

☒ 2p (using space to control)

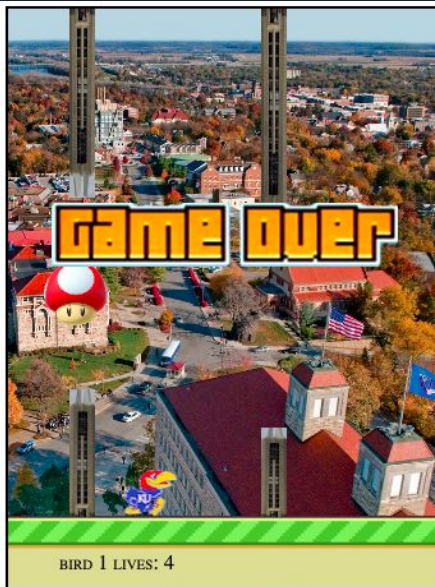
# Additional Feature 2

Mushroom Powerup

Adds Additional Life

Bird Becomes Jayhawk

Lasts Until Next Life is Lost



Timer:  
00m 07s

GAME RESTART

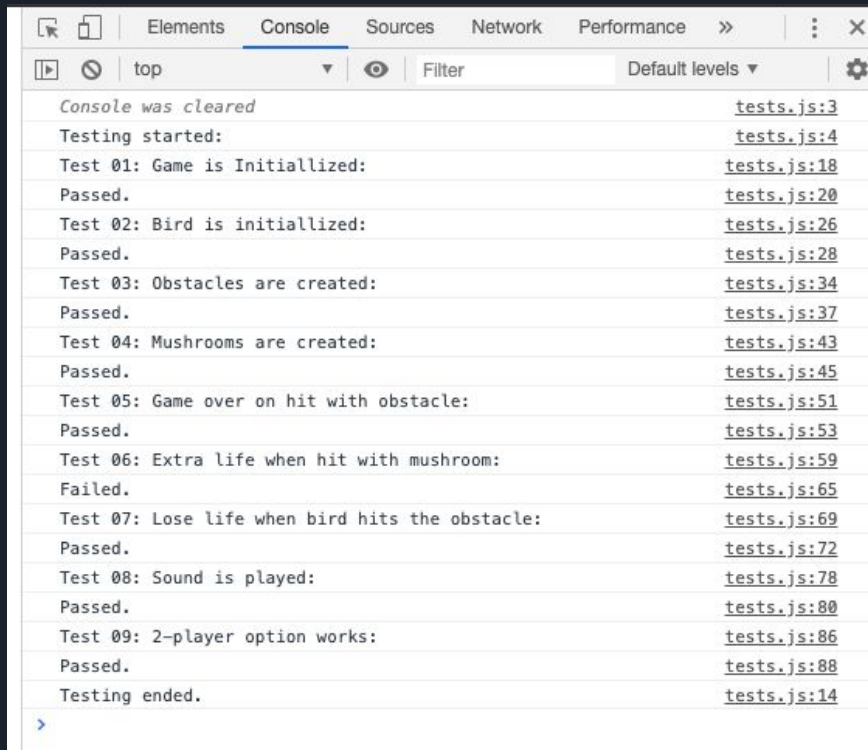
☐ 2p (using space to control)



# Test Suite

9 Different Tests

All Game Functions



The screenshot shows a web browser's developer console with the 'Console' tab selected. The log displays the execution of a test suite, including initialization, individual tests, and final status. Each log entry is followed by a link to the corresponding line in the 'tests.js' file.

Log Entry	File Location
Console was cleared	tests.js:3
Testing started:	tests.js:4
Test 01: Game is Initialized:	tests.js:18
Passed.	tests.js:20
Test 02: Bird is initialized:	tests.js:26
Passed.	tests.js:28
Test 03: Obstacles are created:	tests.js:34
Passed.	tests.js:37
Test 04: Mushrooms are created:	tests.js:43
Passed.	tests.js:45
Test 05: Game over on hit with obstacle:	tests.js:51
Passed.	tests.js:53
Test 06: Extra life when hit with mushroom:	tests.js:59
Failed.	tests.js:65
Test 07: Lose life when bird hits the obstacle:	tests.js:69
Passed.	tests.js:72
Test 08: Sound is played:	tests.js:78
Passed.	tests.js:80
Test 09: 2-player option works:	tests.js:86
Passed.	tests.js:88
Testing ended.	tests.js:14



# Thank You

<https://people.eecs.ku.edu/~h539j862/fpb/ronghe/index.html>