

Class Diagram

bird.js

```
+game
+Speed
+IsPlay
+GameTime
+btn_start
+bg_sound
+crash_sound
+mush_sound
+myObstacles
+myMushrooms
+count
+h ;
+up_img
+down_img
+mush_img
+jay_img
+seconds
+minutes
+stop
+life
+notover
+mushMode
```

```
+Bird()
+FlappyBird()
+CreateMap()
+CanMove()
+CheckTouch()
+ClearScreen()
+ShowOver()
+component()
+kd()
+sound()
+obstacle()
+InitGame()
+RunGame()
+wait()
```

bird2.js

```
+imgs.bd
+posX
+posY
+speed
+index
+alive
```

```
+Draw()
+birdfly()
+CheckHiting()
+CheckHitingM()
+twoplayer()
```

imagload.js

```
+bd
```

```
+loadImg()
```

test.js

```
+tests
```

```
+test01()
+test02()
+test03()
+test04()
+test05()
+test06()
+test07()
+test08()
+test09()
```