

Flappy Bird

User Manual



Timer:
00m 00s
(Timer starts when
the game starts)

GAME RESTART

START TESTING

☐ 2p (using space to control)

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THE MAIN MENU

Flappy Bird



Timer:
00m 00s
(Timer starts when
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WHAT IS FLAPPY BIRD

Flappy Bird is a mobile game developed by Vietnamese video game artist and programmer Dong Nguyen (Vietnamese: *Nguyễn Hà Đông*), under his game development company dotGears.^[1] The game is a side-scroller where the player controls a bird, attempting to fly between columns of green pipes without hitting them. Nguyen created the game over the period of several days, using a bird protagonist that he had designed for a cancelled game in 2012.

The game was released in May 2013 but received a sudden rise in popularity in early 2014. *Flappy Bird* received poor reviews from some critics, who criticized its high level of difficulty, plagiarism in graphics and game mechanics, while other reviewers found it addictive. At the end of January 2014, it was the most downloaded free game in the App Store for iOS. During this period, its developer said that *Flappy Bird* was earning \$50,000 a day from in-app advertisements as well as sales.

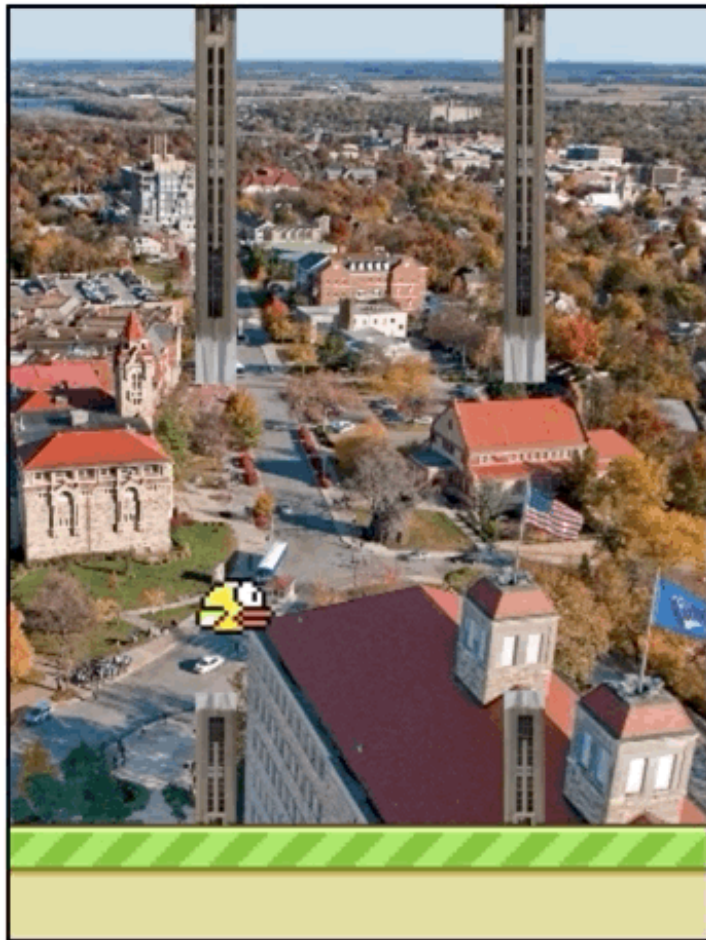
Flappy Bird was removed from both the App Store and Google Play by its creator on February 10, 2014, due to guilt over what he considered to be its addictive nature and overuse. The game's popularity and sudden removal caused phones with it pre-installed to be put up for sale for high prices over the Internet.^{[2][3][4]} Games similar to *Flappy Bird* became popular on the iTunes App Store in the wake of its removal, and both Apple and Google have removed games from their app stores for being too similar to the original. The game has also been distributed through unofficial channels on multiple platforms.

In August 2014, a revised version of *Flappy Bird*, called *Flappy Birds Family*, was released exclusively for the Amazon Fire TV. Bay Tek Games also released a licensed coin-operated *Flappy Bird* arcade game.^[5]

from Wikipedia https://en.wikipedia.org/wiki/Flappy_Bird

HOW TO CONTROL

- Very easy.
- Left click to go up.



Timer:
00m 08s

GAME RESTART

START TESTING

☐ 2p (using space to control)

BUTTON

- Timer

The timer is used to record how many times the bird survives.

- Game Restart

Click this button to restart the game at any time.

- Start Testing

This button is used for developers to click and start testing.

- 2-p

Add another bird and play 2 bird model. (in 2-p model, first bird is control by left click and second bird control by space)

ADDITION LIVES

At the beginning of the game, the user has three lives, when touch the pipe once, bird will lose one life. When the life equal to zero, game over.

In two bird model, two bird will share with the three lives.

MUSHROOM

Like Mario, we add mushroom into our game, when users eat mushroom, it will change into Jayhawks which have an addition life.

CREDITS

Programming:

Aris Vinsant

Hanwen Jia

Xingjian Ding

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