

Start Screen:

The start screen will give the title of the game. A small description and one or more falling chickens that fly across the screen. When the person is ready he/she can press space to enter the game.

The actual game:

The actual game will start with the chicken falling from the top of the screen flapping its wing. When you press the spacebar the flaps become effective and it flies up. The goal is to “land” steadily on the ground. I’ll make the landing relatively hard so that a person might need to try a couple of times - this since the game literally takes 10 seconds to play. The landscape is gonna be a blue sky and some green gras. The rooster is gonna be the one I created as a moving character but I’m gonna make it half of its original size so that it has a longer fall.

Result Screen:

The result screen will show either “You survived!” or “You Died!”. If i survive i will show a happy blue screen with some nice bird emojis. If I however fall and crash it will show a dark page with the lines “rooster down!” with some skull emojis. On both of these screens it’ll say that you can press r to return to the homepage.