

Game plan

“Bird generation”

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Game screens:

First screen(start):

Start page + instruction (click to begin the game).

Second screen(game):

- ★ Blue background with the sky, clouds, tree and nest with three eggs.
- ★ The main character – the bird trying to land safely on its nest.

Third screen(result):

- ★ Two conditions for the result
 1. If the bird lands safely, its eggs will become chicks.
 2. If the bird lands too low, its eggs will be broken.
- ★ When either of these conditions becomes true, the result page appears.
- ★ Depending on the outcome of the bird's landing, the result is either successful or failed.
- ★ The player will be able to restart the game again from the start screen.

Coding process:

- Make three game screens.
- Make the bird movable.
- Add acceleration to the bird (gravity will continuously increase the bird's velocity downward).
- Depending on the result, draw two options for the nest:
 1. Eggs become chicks.
 2. Eggs become broken.