

# FreshieBirdie

START



# FreshieBirdie

**SOUGHT TO CREATE A VISUALLY  
CAPTIVATING EXPERIENCE**

**INCORPORATED ELEMENTS THAT REFLECT OUR  
SCHOOL SPIRIT AND ACADEMIC ENVIRONMENT**

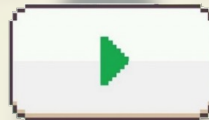
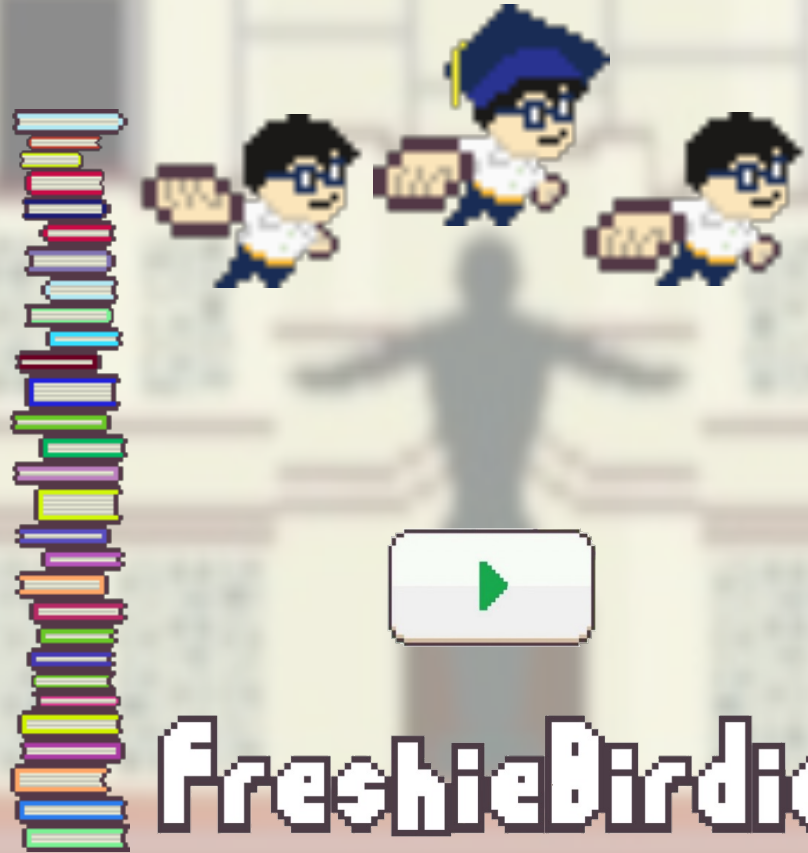
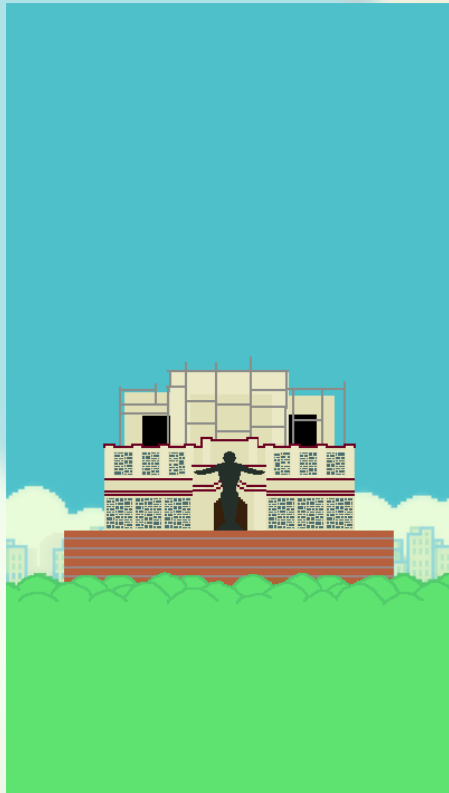
**WHILE MAINTAINING THE ADDICTIVE GAMEPLAY  
THAT MADE THE ORIGINAL GAME SO POPULAR**

# Game Engine

## CLASSES

- BIRD
- GAME
- MENU
- PIPE

# Assets



# FreshieBirdie

## Mechanics

### Mid Air Jumping and Falling Down:

The space bar key press triggers a jump action for the player character. Otherwise, the character descends due to gravity.

### Hit pipes or ground:

When the player character collides with pipes or the ground, the game ends.

### Start:

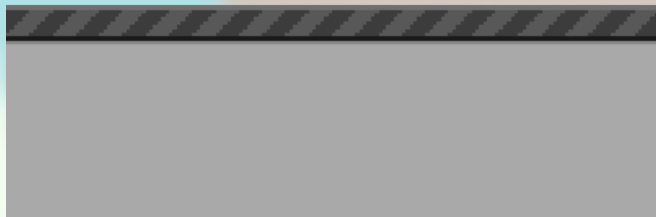
When the player clicks on the start button, the game transitions from the start menu or game over to the ongoing game state.

### Game Score System:

The game can keep track of the player's score. The highest score achieved can be stored and displayed as a record. The score can be updated each time the player successfully passes a pipe or covers a certain distance. Additionally, a medal system can be implemented to reward players for achieving certain score thresholds.

# Assets

Game Over



MEDAL

SCORE



BEST



# Assets



**DEAD**



**FLAP**



**AGAY!**



**SCORE**

The background is a pixel art illustration of a city skyline. In the center, a tall, light-colored building with a grid-like facade is prominent. Below it, a dark silhouette of a person stands with arms outstretched. The foreground features a red, horizontally-lined platform. The sky is a solid light blue, and there are stylized green and yellow clouds on the sides.

# Game Engine and UE Interaction

The background is a pixel art illustration. It features a large, multi-story building with a grid of windows, rendered in shades of yellow and tan. In the foreground, there's a dark silhouette of a person standing with arms outstretched. The sky is a solid light blue, and there are stylized green and yellow clouds at the bottom. The entire scene is framed by a thin brown border.

GAME DEMO



The background is a pixel art illustration. It features a large, multi-story building with a grid-like facade in shades of yellow and tan. Two dark, rectangular openings, possibly windows or doorways, are visible on the upper floors. In the foreground, a dark silhouette of a person stands with their arms outstretched, facing away from the viewer. The scene is set against a bright blue sky with stylized, pixelated white clouds. At the bottom of the frame, there is a solid red horizontal bar.

Q2A