

Flappy Bird

a) **Game target device:**

The game will be optimized to be played on mobile devices (Android or iOS).

- **Screen resolution:**

The game will use a resolution of 360x640, in order to guarantee less space taken up in memory, which will be ideal for both efficient play-testing and compatibility with older smartphone models.

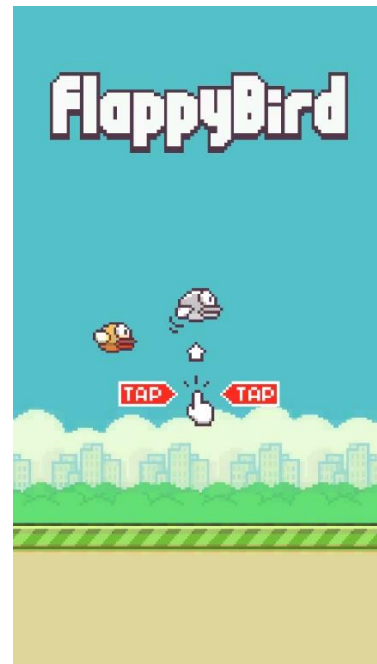
- **Input method:**

The game will utilize solely one control and that will be the user's finger.

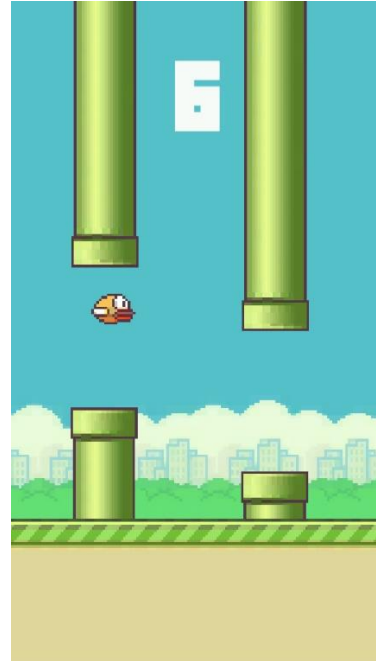
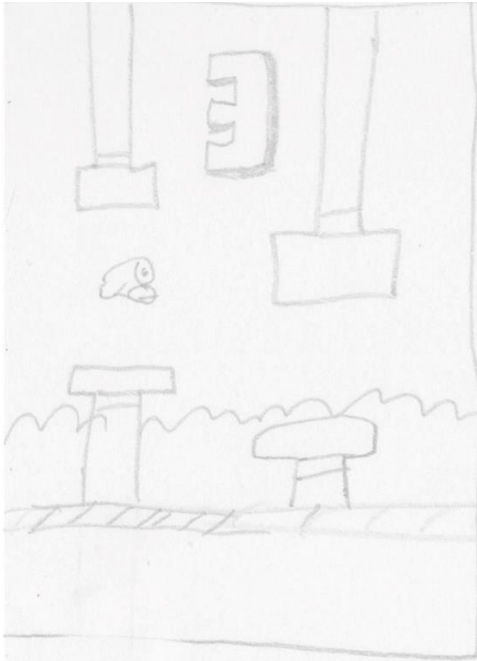
b) **Control methods and game mechanics:**

The user may tap anywhere on the screen in order to control the jumping mechanic on the bird. There is to be no delays/restrictions between taps, in order to keep the game as responsive (and fair) as possible.

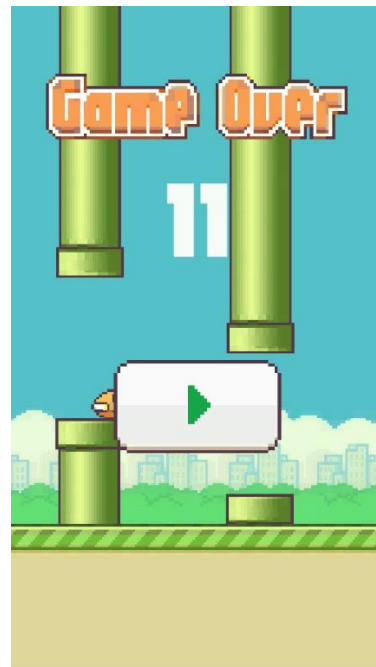
c) **Game screens:**



Entry screen, no menu scene is required –
title sprite and controls are shown to the user
immediately and in simple terms

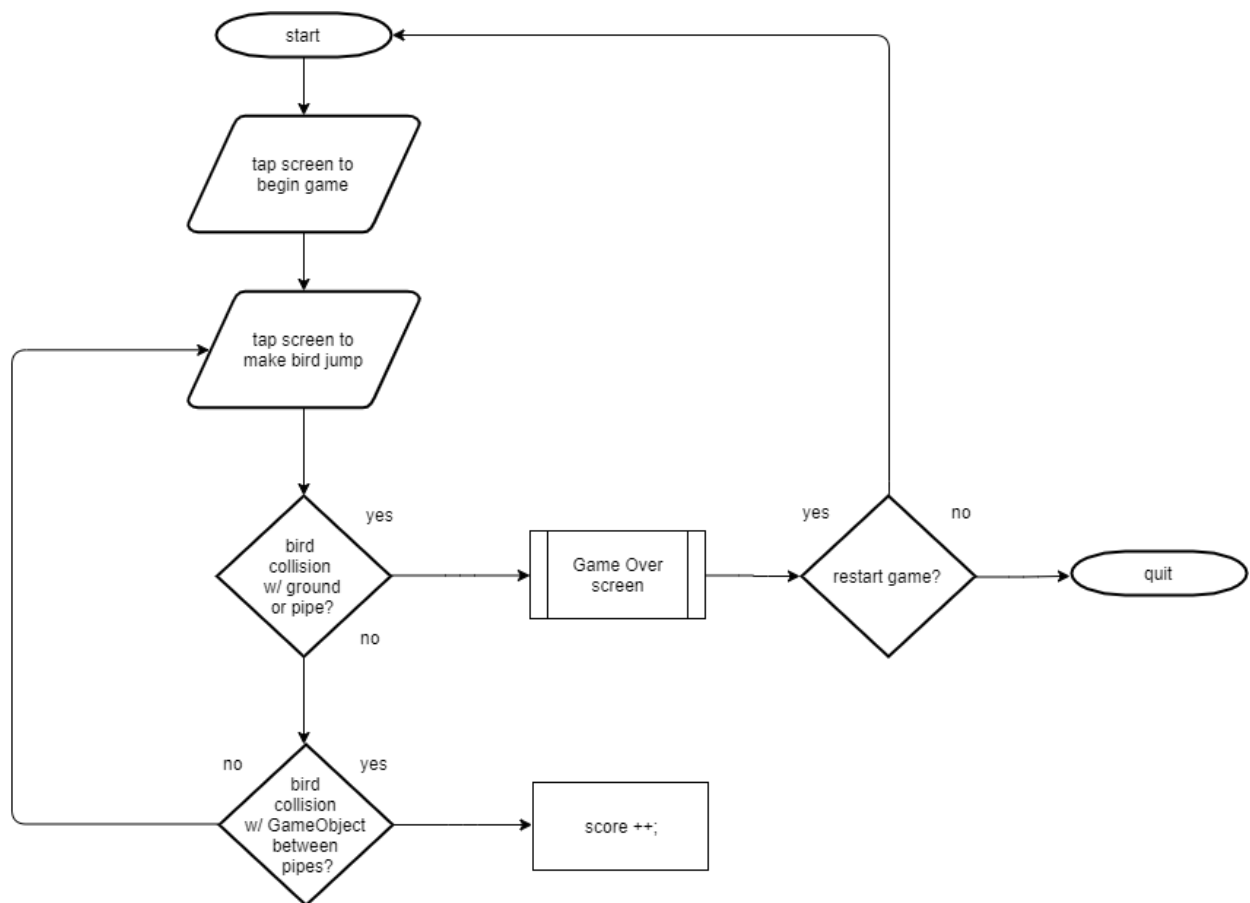


Screen during gameplay, score is present on top of screen



Game over screen, user's score redisplayed with reset button

d) **Gameplay flowcharts:**



e) **Game objectives:**

The game's main objective is to rack up a high score by successfully passing through as many pipes as possible.

f) **Art assets (2D/3D):**



Game title sprite



Bird animation frame sprites



Instructional/controls sprite

Game Over

Game over header sprite



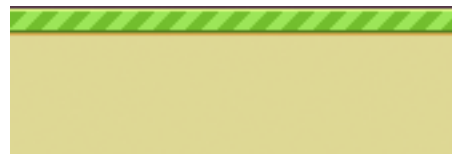
Replay button sprite



Background sprite



Pipe Down
Pipe Up sprites



Ground sprite

g) User Interface outlines:

