

Flappy Bird

Evaluation of project:

My project was to replicate the infamous mobile app Flappy Bird, as accurately as possible. What attracted me to choosing Flappy Bird for my project was because I had always been interested in knowing exactly how a game as simple as this, that got so popular, had been made. When with my previous Java knowledge, I could have assumed the logic behind the game – by bringing Unity and C# into the mix, I can visualize and fully understand the game's workings. Additionally, knowing the coding would not be too complex would help in easing me back into the world of coding after a three-year break.

Throughout the project, I experienced a set of problems – all of which I thankfully was able to resolve for the final submission. Some problems deemed easy to fix and straightforward, such as fixing a jittery looping ground animation by selecting both keyframes in the animation and setting them to linear on both tangents. However, other issues deemed to be more challenging and frustrating – like figuring out to switch the score text object into a String variable in order to allow it to increment, or finding out how to add in sound effects through an object whose script is only present onto a Prefab (which I was able to bypass by creating a SoundManager object/script, loading the audio clip from the Resources folder and using a simple switch case to trigger. Most notably however, fixing the restart button's flawed clicking area deemed the most infuriating. This was mostly due to my lack of knowledge when it comes to Unity's UI handling. Canvasses' render modes in the project were all set to "World Space" and were being shown via a child camera dedicated solely for displaying UI. This threw off the scale for the entirety of the UI in the project. Changing the render modes to "Screen Space – Overlay", adjusting the anchor points and finally rescaling allowed the restart button to function properly.

I believe it was through these grueling and tedious bumps in the road that I was to fully understand the ways in which Unity operates. I have yet to continue learning more from the UI aspect of Unity, especially when working with projects in 3D.