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b. Detailed Game Description

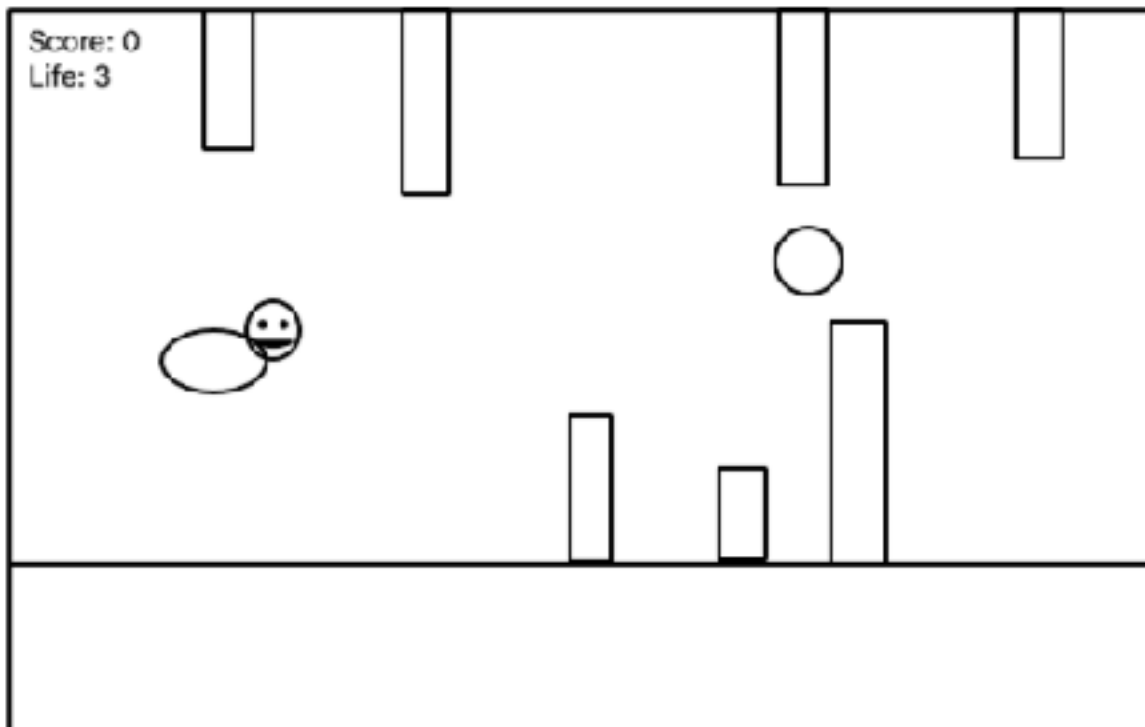
The game reminds us the famous “Flappy Bird” game on iOS and Android. Our main character is a bird, which is controlled either by the “up arrow” or “W” key on the keyboard. Our bird constantly goes down by default and the player has always to move it up to be alive. The goal of the game is to go through the obstacles and collect coins which cost 100 point for each. In terms of obstacles, there are walls and ground. The walls go up and down to create some inconvenience for our player. Coin and walls appear in a random position each time after they were taken over by the bird. If our bird collides with either walls or ground, one life is taken away from the total amount of lives which equals 3 in the beginning of the game. When there is no more lives, the game is over, and the player has an option to start again.

c. Controls Description

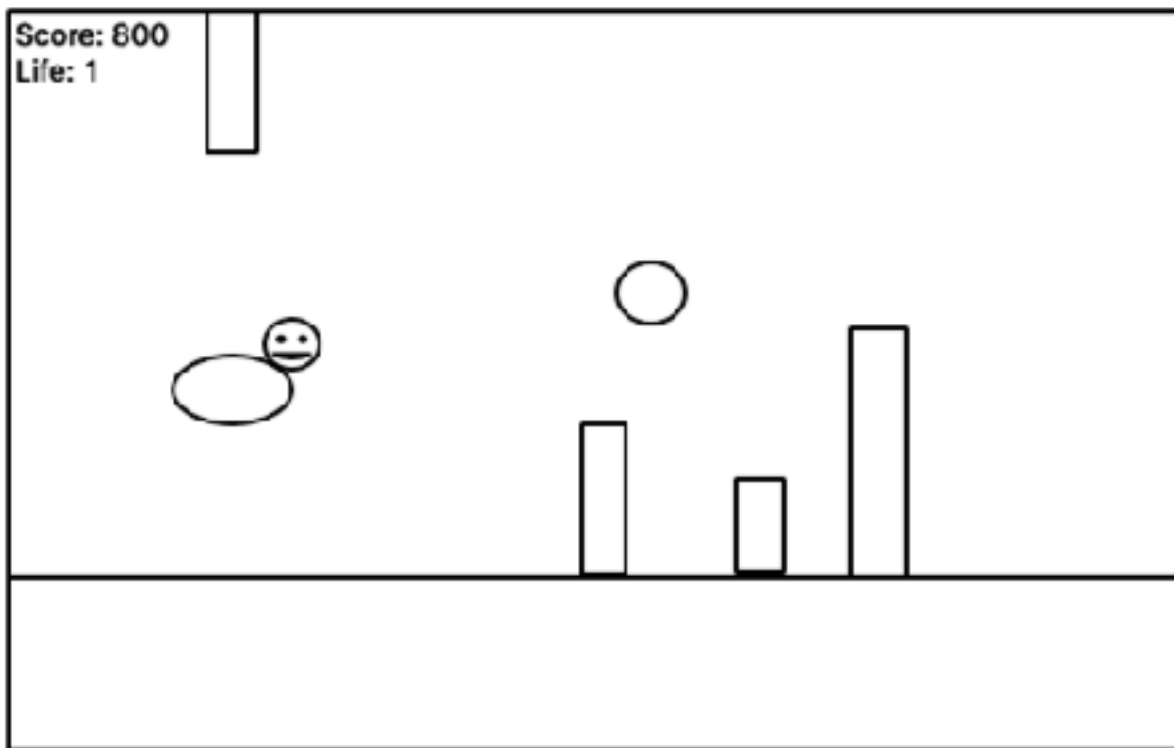
There is only one control option in my game. You can only move your bird up to keep it alive. You can use either “up arrow” or “W” key on the keyboard.

d. Interface Sketch

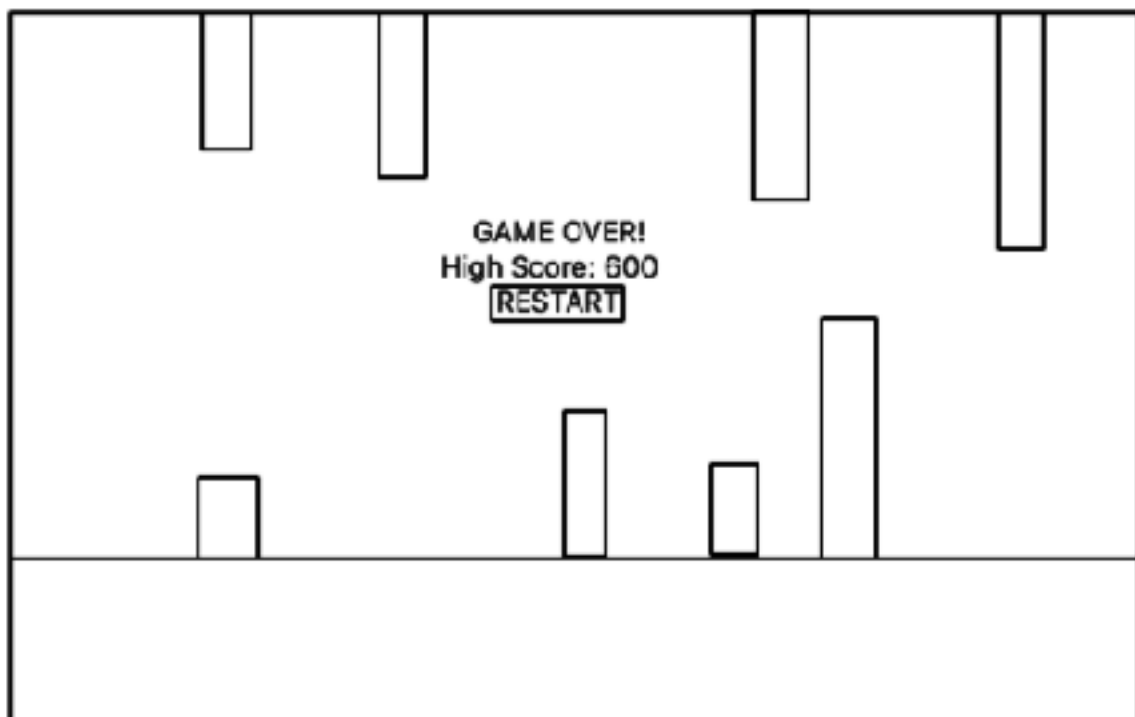
Start State



Gameplay State

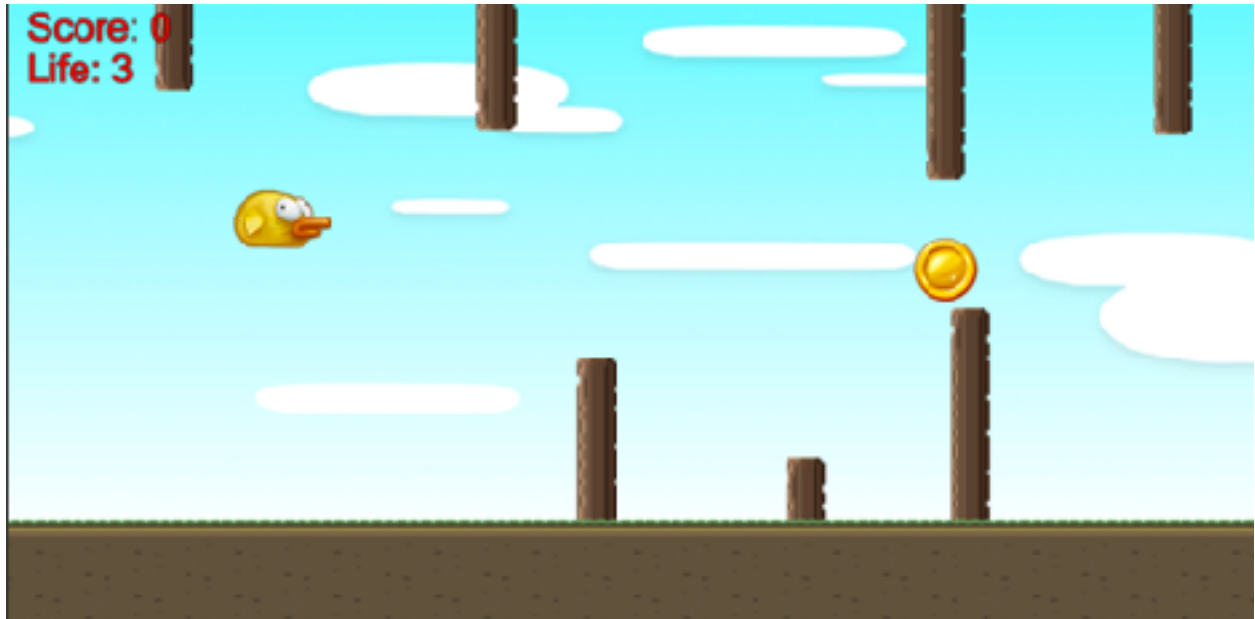


Game-End State

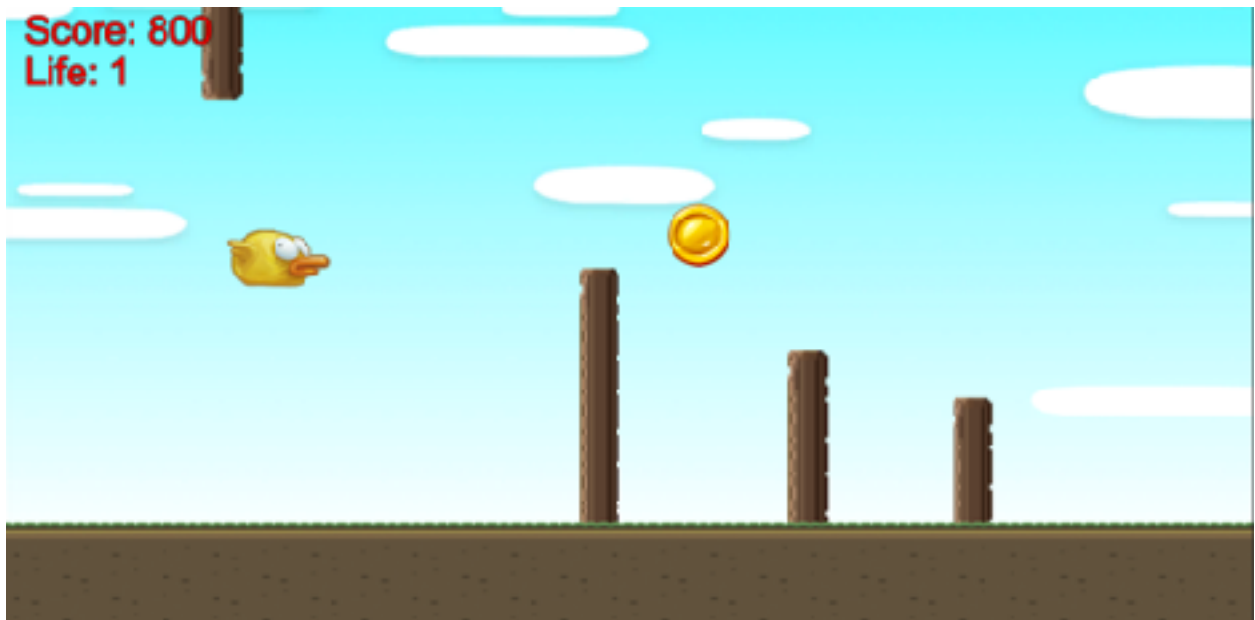


e. Screen Descriptions

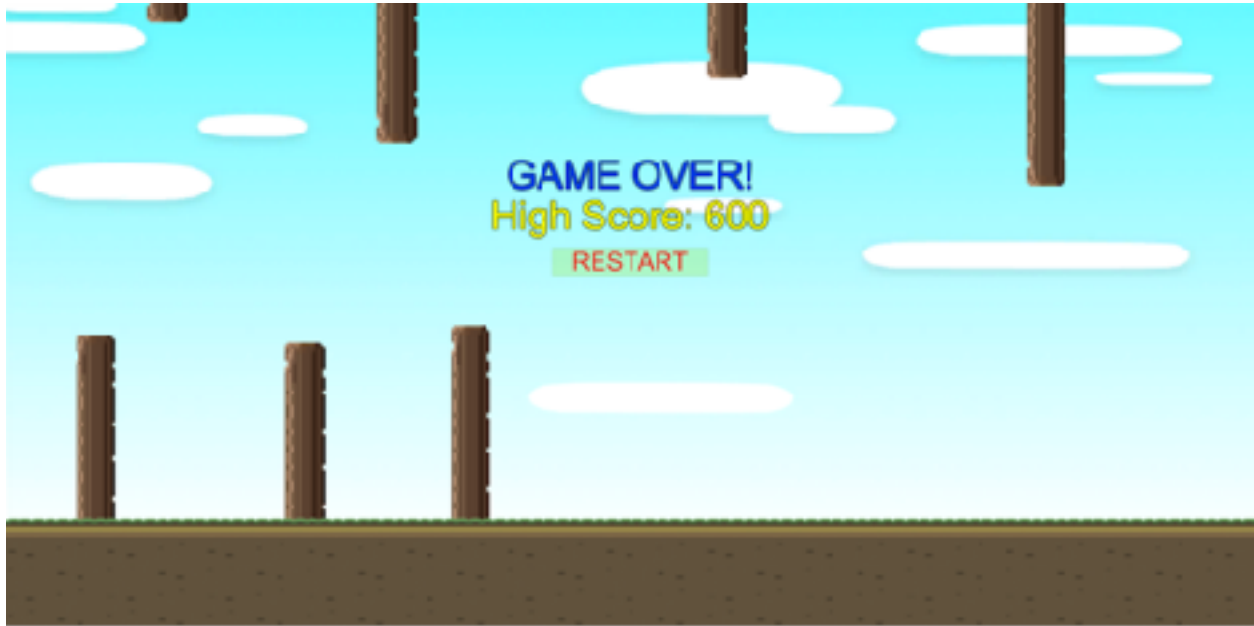
Start State: this screen is basically a start up screen, this is what you see when you start the game.



Gameplay State: this screenshot demonstrates the gameplay mode. You can see in the left upper corner that the score amount is 800 and life counter is 1 (in the beginning it equals to 3) which proves that the game is in play mode.



Game-End State: this screen shows the game-end state. There are “Game Over”, “High Score” labels and “Restart” button.



f. Enemies

In terms of enemies, my game has walls and ground. They exist as obstacles which interfere our player and create some challenge situations. The walls go up and down, and recreated in a random position after they are not visible to the player anymore. Regarding the ground, it just constantly moves to the left.

g. Scoring

To earn the points the player has to collect coins. Each coin costs 100 points.

h. Sound Index

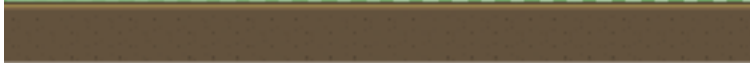
1. Coins_Few_22.mp3 - this sound plays when the player collects a coin
2. PUNCH.mp3 - this sound plays when the player collides with either the wall or ground
3. sfx_wing.wav - this sound plays when the bird wags

i. Art / Multimedia Index

1. background image



2. ground image



3. wall image



4. bird images



5. coin image:



j. Link to GitHub

<https://github.com/malikas05/FlappyBird-Unity>