Flappy Falcon — Project Proposal

Final Group Project — Web Development and Programming

1. Team Information (Team #11):

- Syed Mahmudul Kabir Ratul — sr6845— [i6](#)— Email: sr6845@nyu.edu — Front-End & Game
- Muhammad Shahzaib Hassan — mh7024 — [i6](#) — Email: mh7024@nyu.edu — Shop & UI/UX
- Geno McDonald— evm6279 — [i6](#) — Email: evm6279@nyu.edu — PHP & Database

2. Project Name & Purpose

Flappy Falcon is an NYU-themed Flappy Bird–style browser game where users can log in, buy cosmetic skins, and play with customized visuals.

This game is targeted towards NYU students and casual gamers. The goal of the game is to inform about different NYU campuses scattered around the world. The NYU Office of Global Education can utilize this game.

3. Design / Features

- JavaScript game (Flappy Bird style)
- Signup/Login with PHP + MySQL
- Shopping cart for bird/pillar skins (NYU-campus themed: NYU Abu Dhabi, NYU Shanghai, NYU Paris etc.)
- Search skins by theme or color
- Responsive layout (HTML/CSS)

4. Responsibilities & Schedule

Syed Mahmudul Kabir Ratul
- Build the JS game
- home/play pages
- JS validation.

Geno McDonald
- MySQL setup
- signup/login, search
- cart checkout.

Muhammad Shahzaib Hassan
- Store page
- shopping cart logic
- purchase flow
- skin selection.

Timeline
- Week 1 (Dec 5): Front-end + full game + basic cart
- Week 2 (Dec 10): All PHP + MySQL integration + Presentation
- Week 3 (Dec 18): Testing, polish, final submission

5. Additional Comments

The game idea may change in the future depending on the implementation complexity. But the basic project structure: a JS-based game, Skin purchase, Login/Registration, etc. would remain the same.