Flappy Bird

Description: A 3D Flappy Bird game. (Three. JS) ①
Objective: obtain the highest score by avoiding obstacle.

Game objects: ②
- main character: bird;
- obstacles: pipes or other obstacles;
- Scenario;
- UI = user interface

BIRD:
1) 3d object downloaded from the web
2) Bird's control: mouse and spacebar

OBSTACLES:
1) 3d model for the pipes (from the web)
2) Random positioning in the scene
3) Apparent movement implementation.

SCENARIO:
1) Background with horizontal movement;
   ↳ cartoon style: not many details, "unsplash", "pexels", "pixabay".
      ↳ generated images by IA(?);
   ↳ clouds, natural colours;
   N.B.: Only thin background, without a plane! i.e. the bird is flying;
2) Camera's settings.
   ↳ Slightly shifted from the centre axis;
      ↳ oscillatory movement simulating the flight.
   ↳ Look at the bird;
   ↳ Horizontal movement
3) Lights:
   ↳ Ambient light: uniform light for the entire scene;
   ↳ Directional light: simulating the sun's light → more realism;
   ↳ Other Types (?)

User Interface: ③
- Score: visible on the screen; → constant update.
- State manages: "Game Over", "Start".
- Buttons: start, stop, resume.

Audio:
- background music: cartoon style.
- Sound effects: after cross the pipes.
④

Game Logic:
- Physics:
  ↳ birds ⟸⟹ gravity and command response;
- Collisions
- Rules of the game: when is "game-over"?

⑤