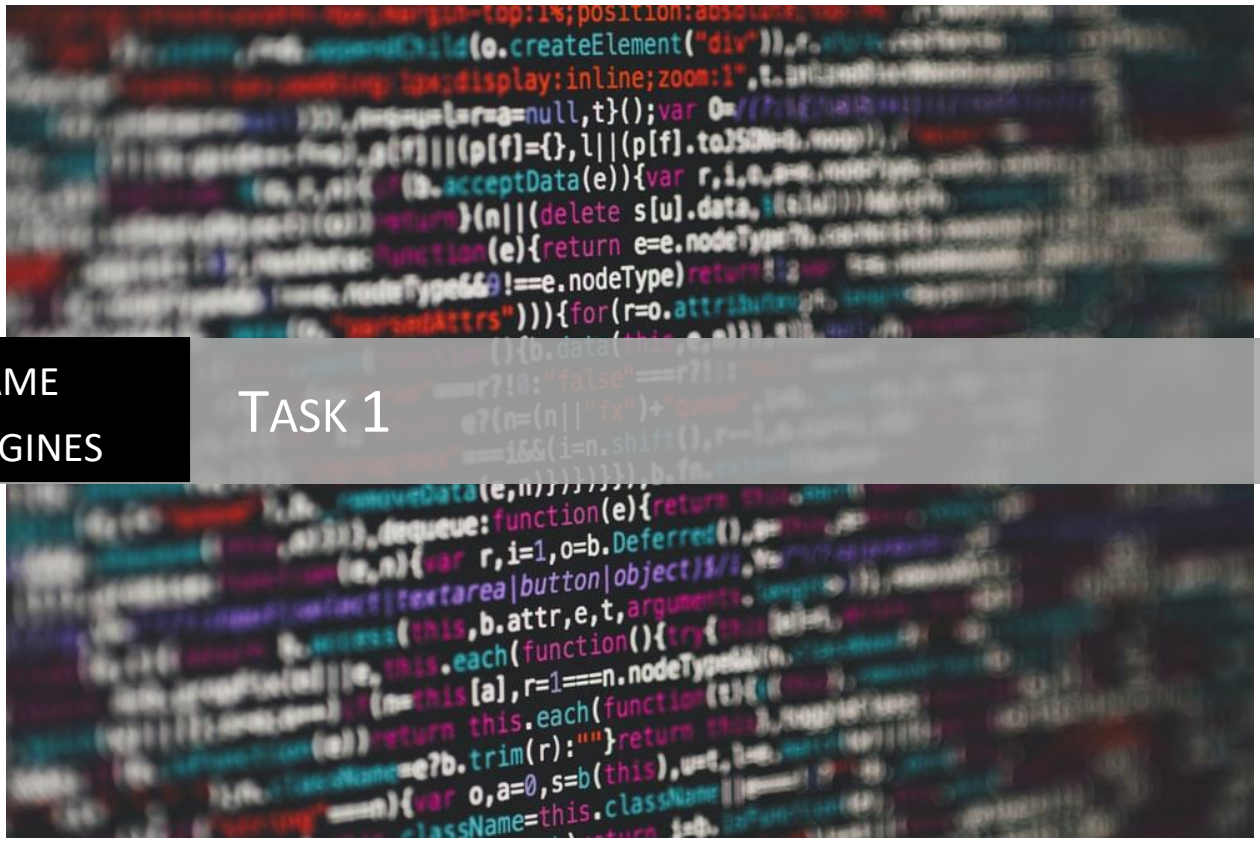
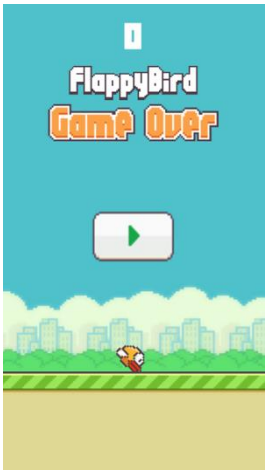
GAME ENGINES

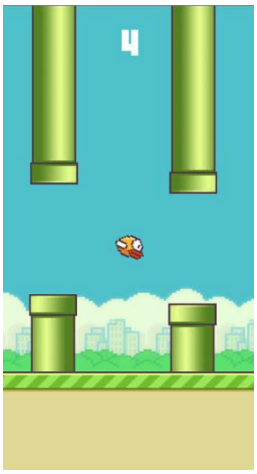
TASK 1



B.A. Hons Game art and Visual Design | Michela Tabone

GAME DESCRIPTION



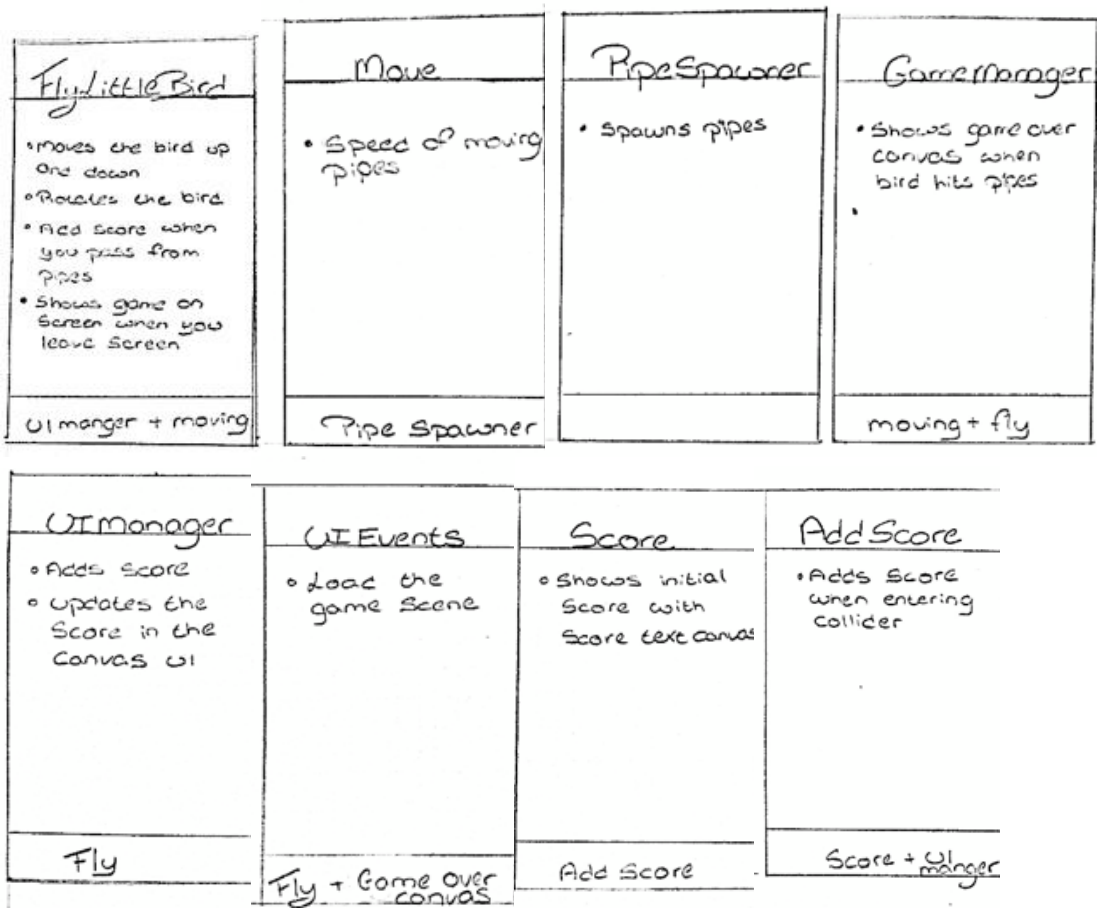


The game I choose to do is Flappy bird. Flappy bird is a single player platform/arcade game. The player controls the bird “Faby” as she goes through the pipes. Score is increased witch each pipe she goes through. If a pipe is hit the game is over. It is an endless game, therefore, if one keeps going through between the pipes without hitting them, he never dies.

GANTT CHART

	Week 1	Week 2	Week 3	Week 4
Research				
Sprites				
FlyLittleBird				
Move				
Base				
PipeSpawner				
Game Over Canvas				
GameManager				
UIEvents				
UIManager				
AddScore				

CRC CARDS


Fly.LittleBird
•Moves the bird up and down
•Rotates the bird
• Add score when you pass from pipes
• Shows game on screen when you leave screen
UImanger + moving
Move
• Speed of moving pipes
Pipe Spawner
PipeSpawner
• Spawns pipes
GameManager
• Shows game over canvas when bird hits pipes
moving + fly
UIManager
• Adds score
• Updates the Score in the Canvas UI
Fly
UI Events
• Load the game Scene
Fly + Game over canvas
Score
• Shows initial Score with Score text canvas
Add Score
Add Score
• Adds Score when entering collider
Score + UImanger