



GAME  
ENGINES

## TASK 2

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# FLAPPY BIRD

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## *Screen resolution and input methods*

The screen resolution is 9:16. It is made for mobile devices therefore it is touch screen based. In my replica I also made it possible to play with a mouse.

## *Control methods and game mechanics*

The player plays as a bird.

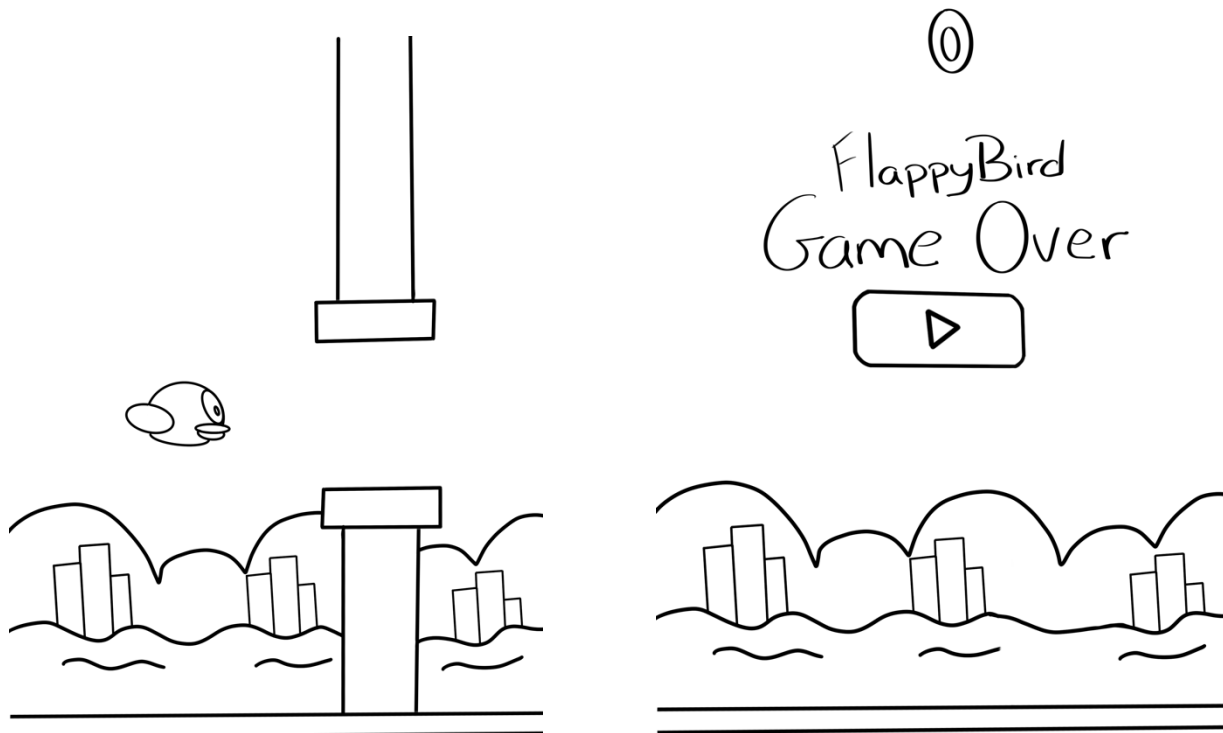
It is a platform game.

To make the bird fly higher one must use the left mouse button.

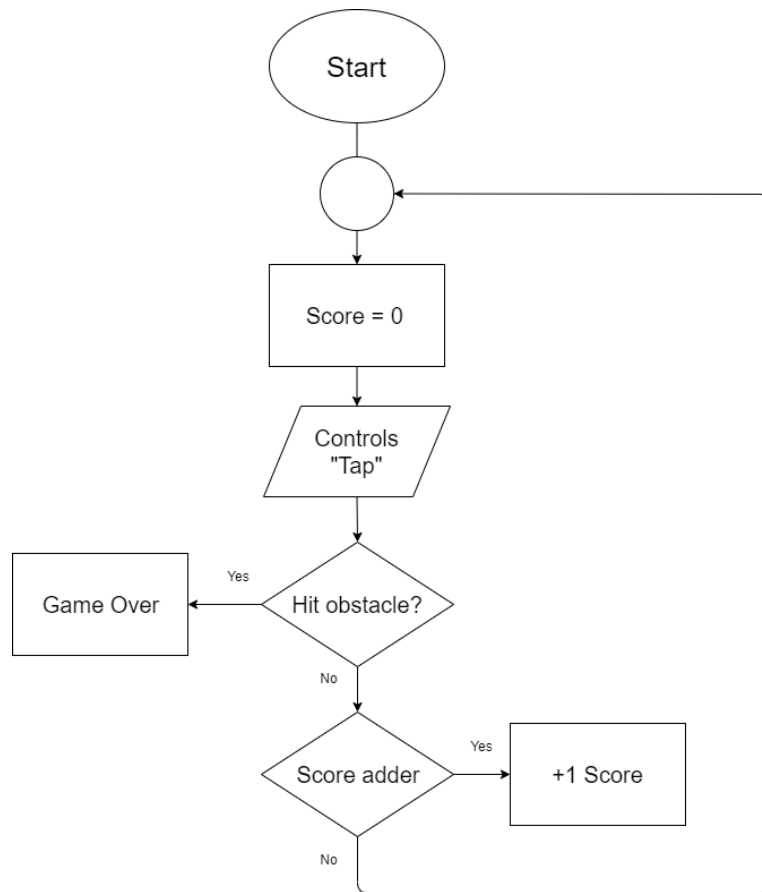
The player can fly in between pipes and gains score by doing so.

It is an endless game meaning there is no objective apart from repeatedly scoring points.

## *Game screens*



### *Gameplay flowcharts*



### *Game objectives*

Achieving as much score as possible.

### Art assets



Game Over



### User Interface outlines

