

# Graphics Project

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## Flappy Arrow

Create a game with the following specifications using the OpenGL library:

1. The game starts with a menu that has the title of the game, then three buttons as seen in figure 1.



Figure 1 - Menu

2. The user selects the wanted button by pressing it using the left button of the mouse. If the mouse hovers on a button, its color must slightly change.
3. If the Play button is selected from the menu the flappy arrow game starts, as seen in figure 2;

### Flappy Arrow:

- You must control the arrow only using your space bar to go through the sky without touching the pink boxes.
- With every space bar click the arrow's level must be elevated slightly.
- If the space bar is not pressed the level of the arrow must be decreased automatically head first.
- The pink boxes places and the clouds spaces and shapes must be generated randomly.
- Each time the arrow goes through the gap between the boxes, the score must be increased by one.
- The F1 button restarts the game.
- If the arrow touches any of the boxes; the game ends automatically and the score is displayed.

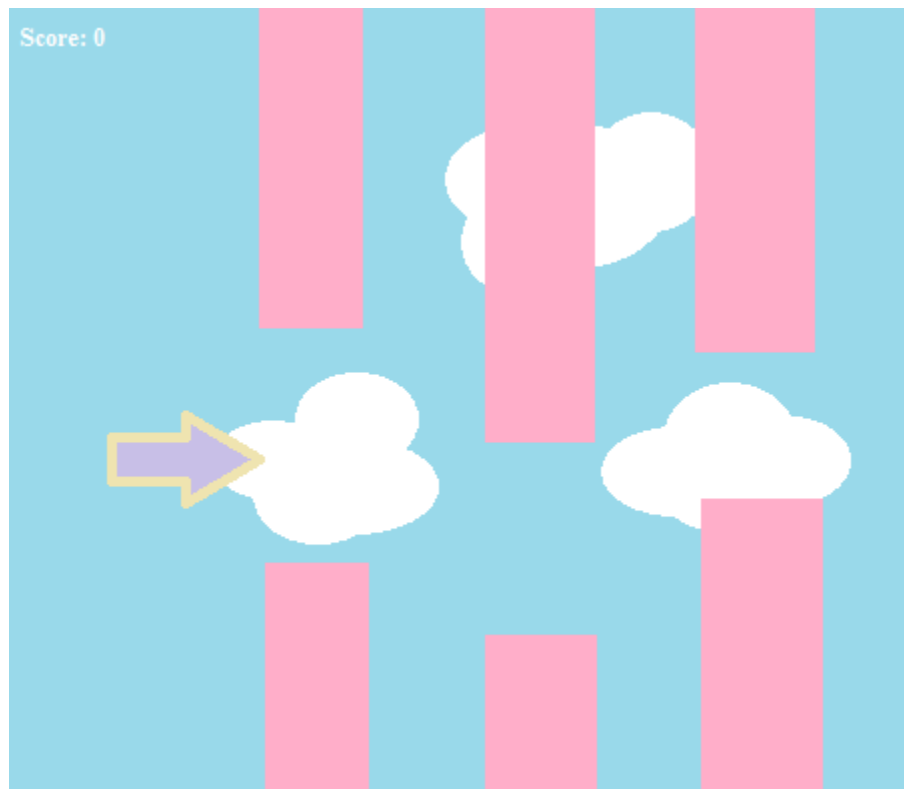


Figure 2 - Gameplay

4. If the Highscores button is selected from the menu, the game should show the highest 10 scores in the history of your game.

5. If the QUIT button is selected from the menu, the game should be closed.
6. If the F2 button is pressed in any state, the menu should be displayed.