

Team Wings

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Project Description: Our game will be a more story-driven and challenging version of Flappy Bird. Our game is based on the classical myth of Icarus, a boy who wanted to fly. He made wings with wax and feathers, but got too close to the sun when flying, which melted the wax and made him fall to his death.

Our game will be loosely based on the story, but just enough for it to have atmosphere. It will be subdivided into three levels which will correspond to Icarus' journey across three areas. The Sea of Crete to the Cyclades islands and then to Athens, which is where Icarus' family lives. Icarus' father will serve as the main guide for the game. The graphics will be pixel art.

As for gameplay, it will be exactly like Flappy Bird for the most part, but the challenge comes from the fact that you cannot get too close to the sun. This will lower Icarus' health. However, there will be many obstacles that Icarus will have to dodge, namely birds and other monsters from classical mythology like Scylla and Charybdis or the Clashing Rocks.

If the player clears all three levels, the game ends with Icarus being celebrated as a hero.

Project Plan:

- Design the game's gameplay (between two to three days, we will have to think of character behaviours, enemy behaviours, how the game will actually run. The plan can be drawn on paper).
- Draw the assets (maybe 2 weeks to do. There will be very simple animations)
- Code the logic (longest part, will maybe take more than two weeks)