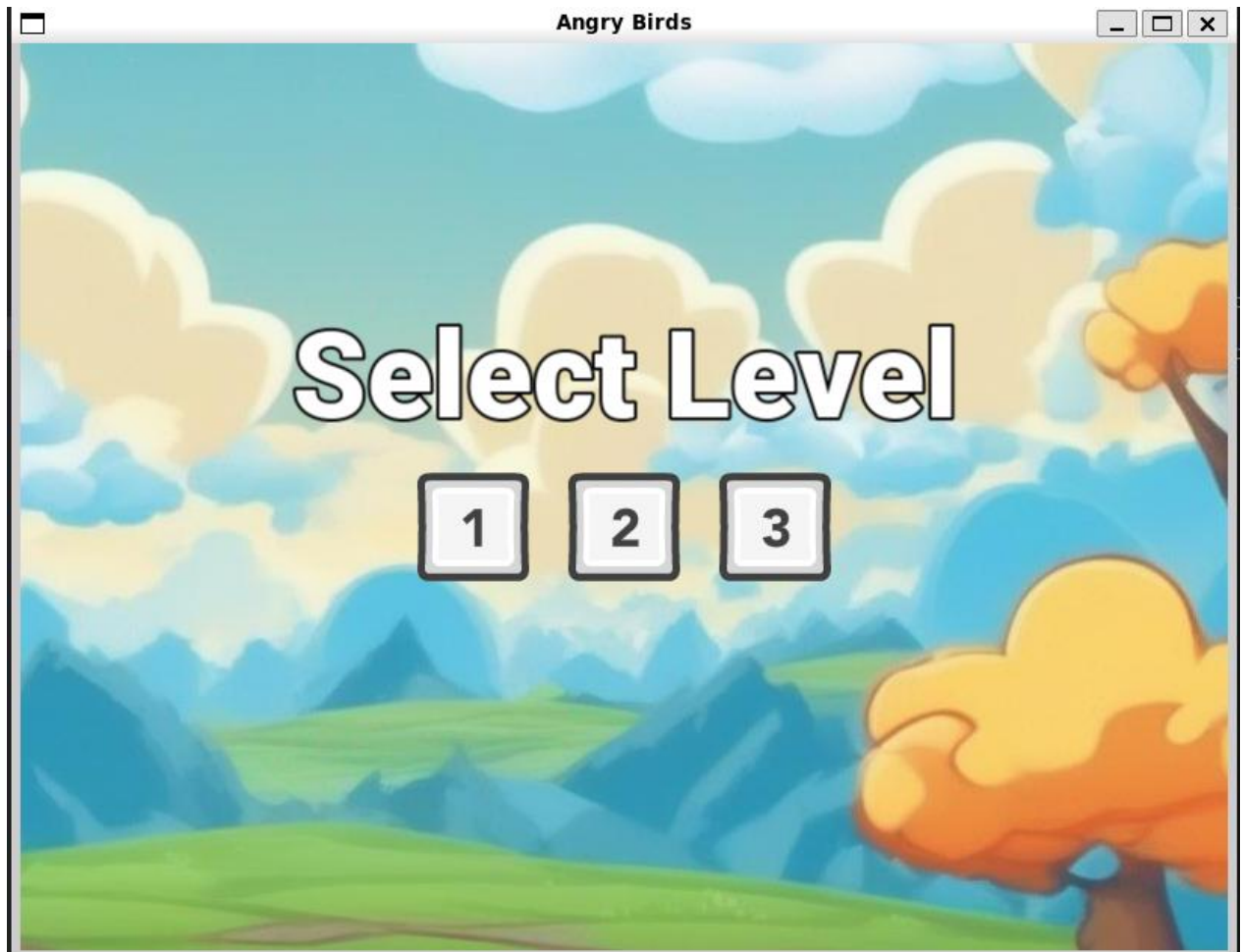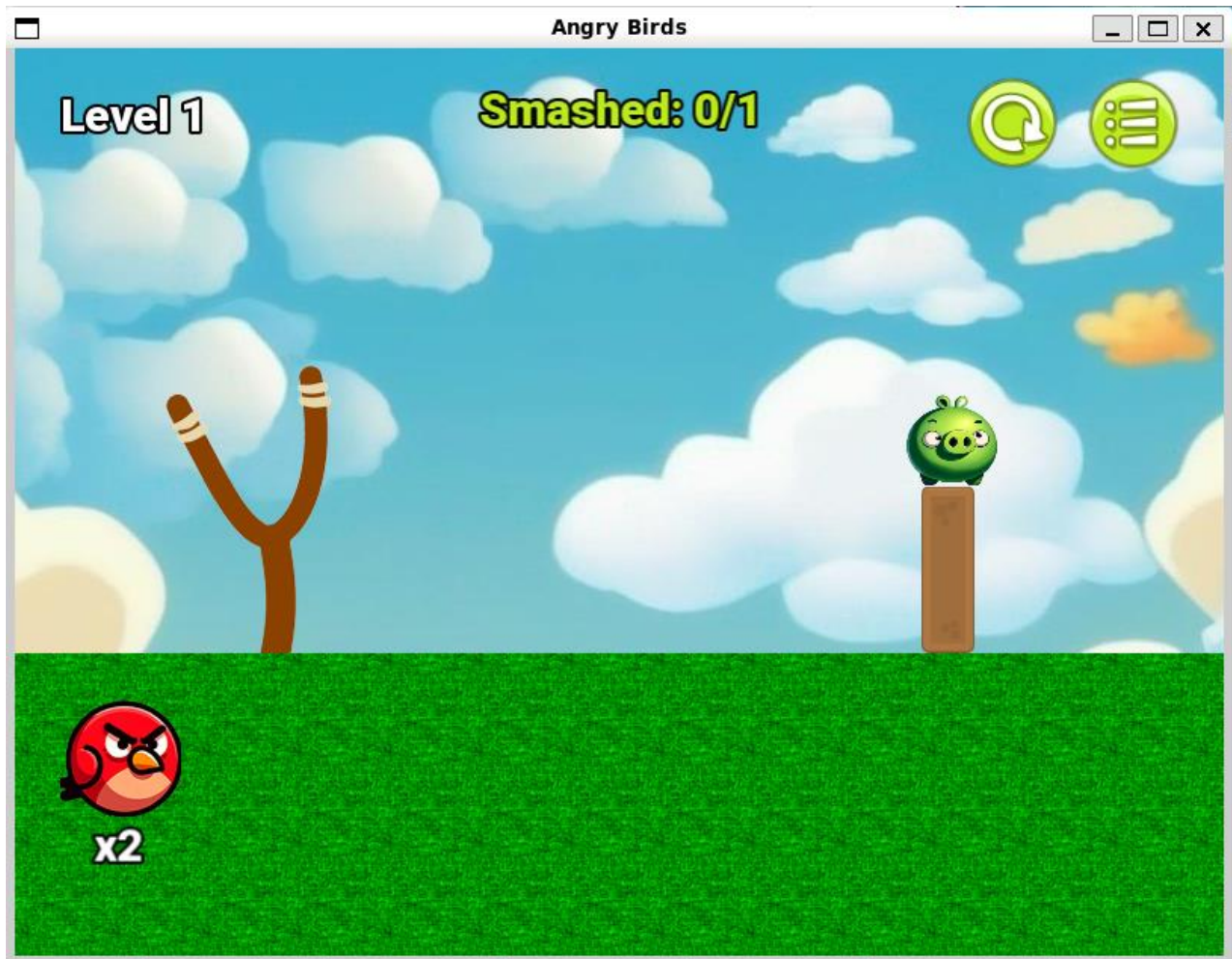# Project demonstration – Angry Birds

Main menu screen, option to choose levels with the 3 different buttons. In the demo, 3 levels have been created but you can add more by reading them from a file.

Level one, remaining birds can be seen in the bottom left corner of the screen. On the top right side there are buttons to restart the level and go to the main menu.

Level 2, now also 2 yellow birds available.
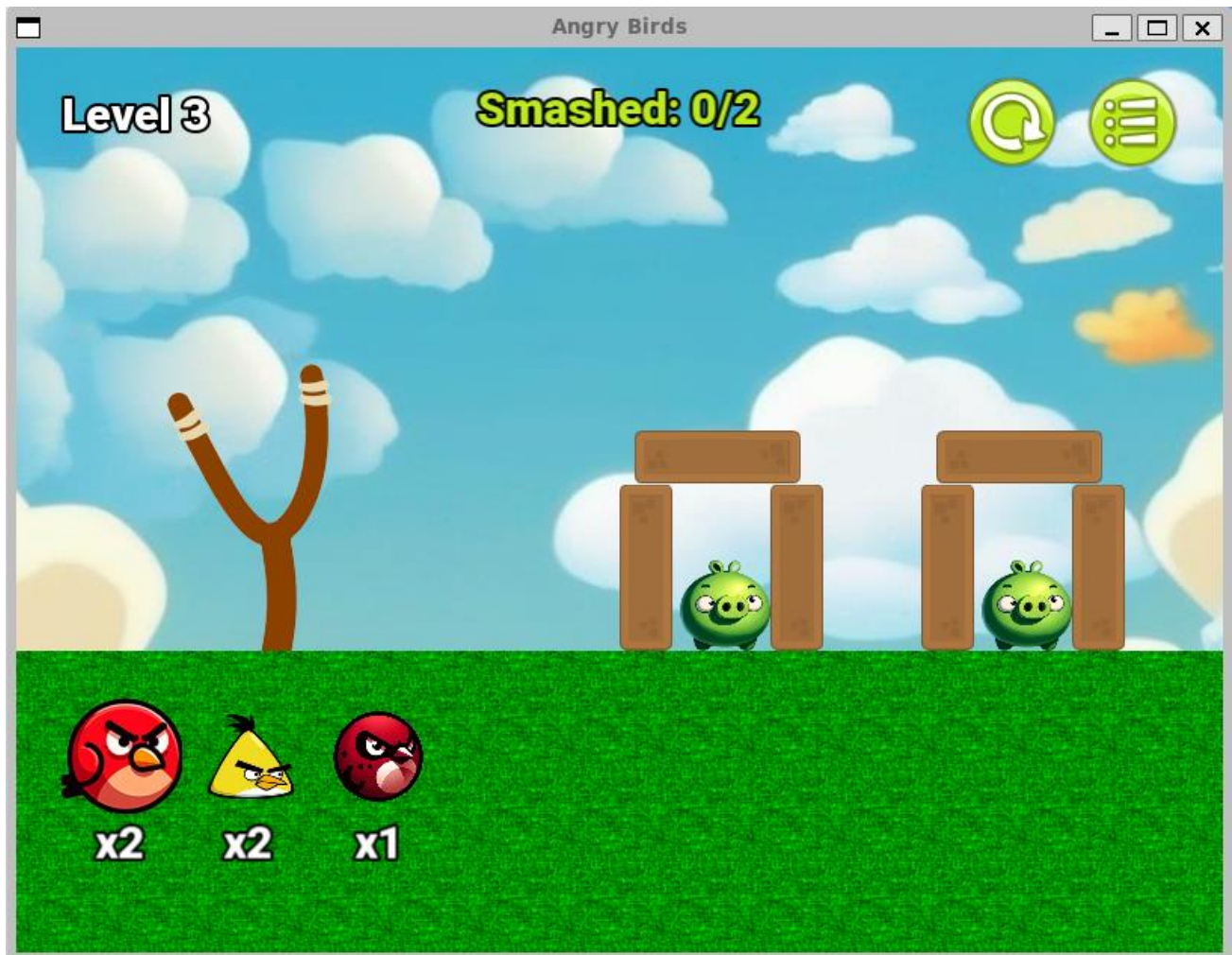
Level 3, with also a new bird, the Big Red bird. Yellow and the big red bird have abilities, which you can use by clicking on the screen while the birds are mid-air. Yellow bird will accelerate towards where you just clicked. The big red bird will accelerate downwards after the click, regardless of where you click.
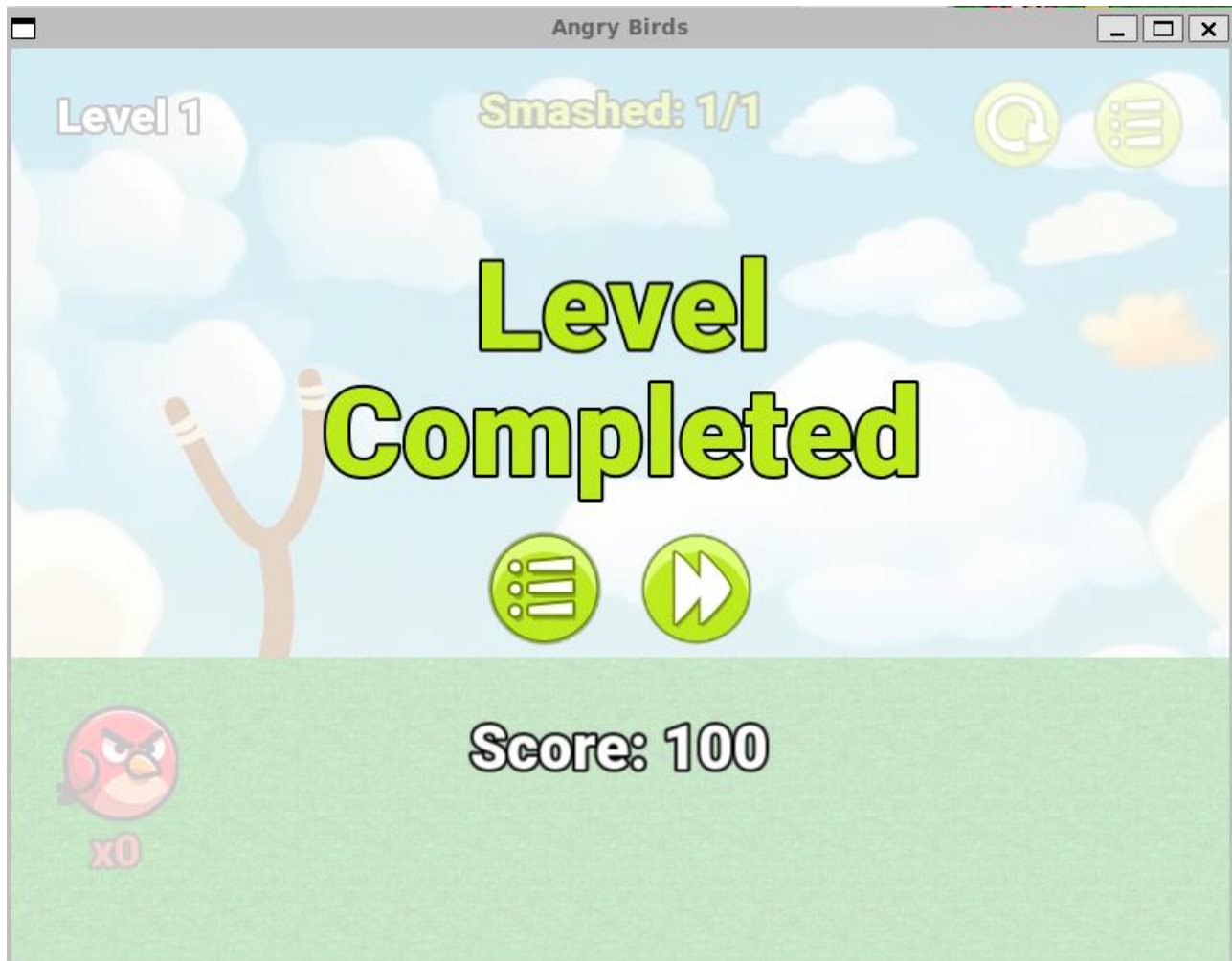
Level completion view; for each bird left unused, and enemy you destroy, you are awarded points that add up to the score of the level. After completing each level, you have the option to continue to the next level or go to the main menu.
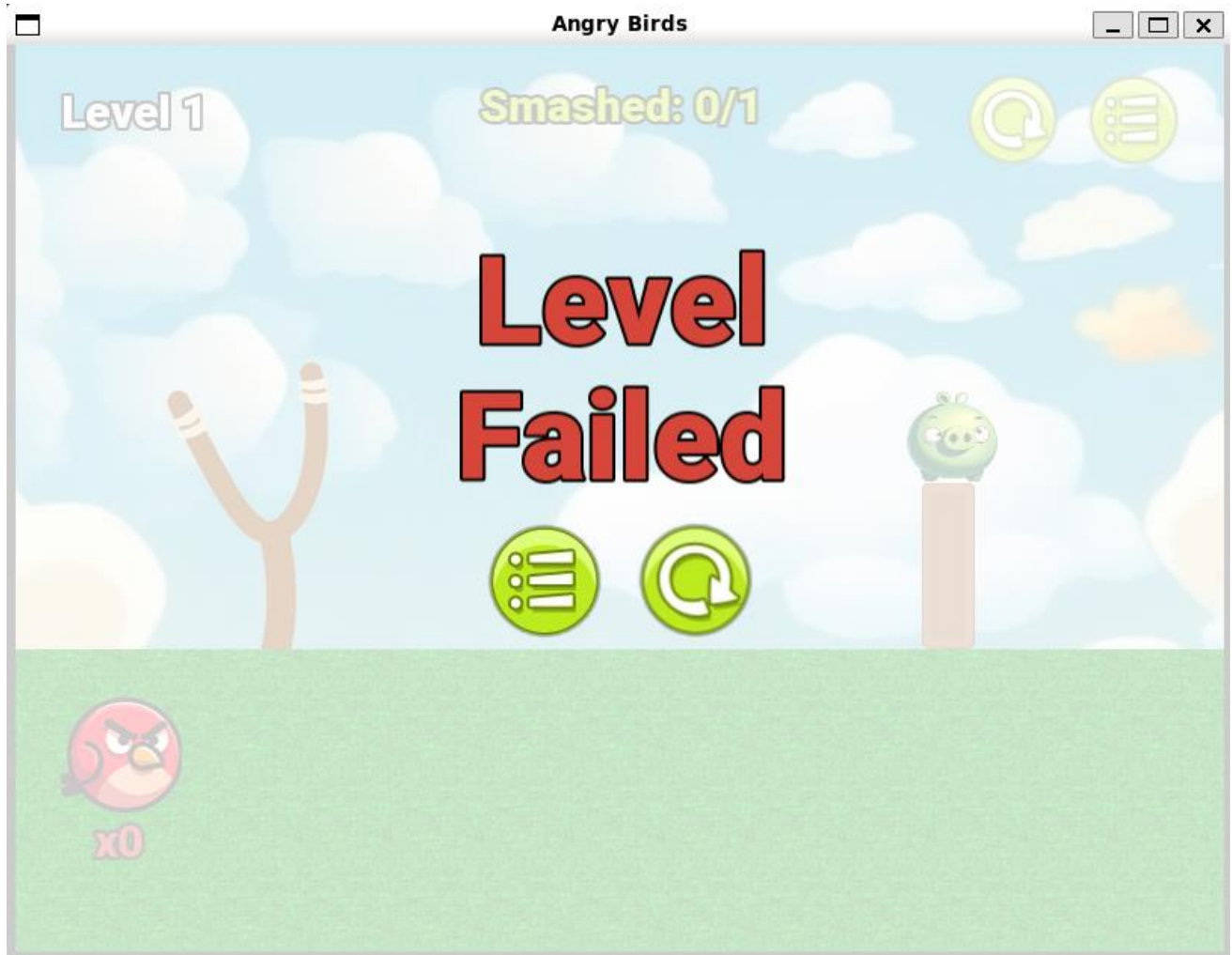
If you are not able to eliminate all the enemies and run out of birds, you will fail the level. After failing, you can try again or go back to the main menu.

Finally, after completing all the levels, you have completed the game. If you play the game from beginning to the end using the next level button, the score from each level will accumulate until you complete the game.