

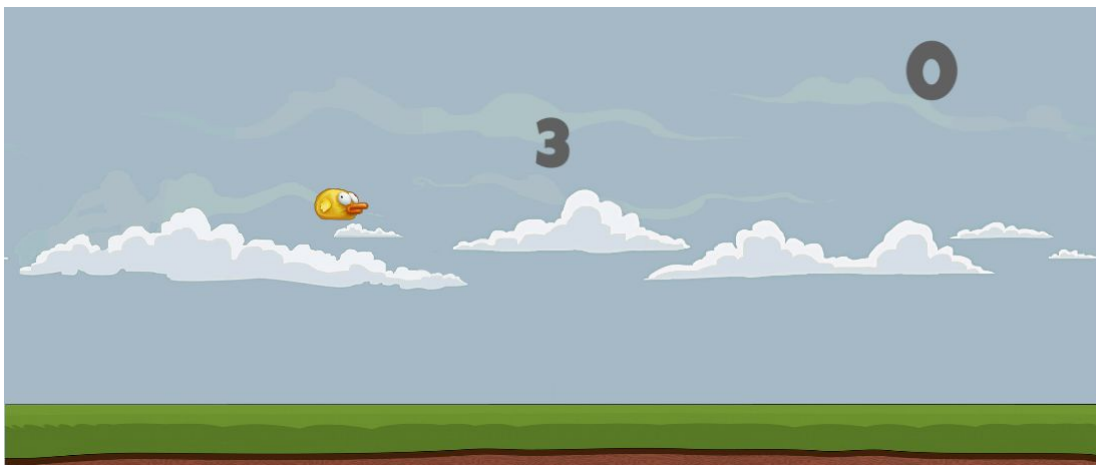
Bird Shooter

Screen Transition

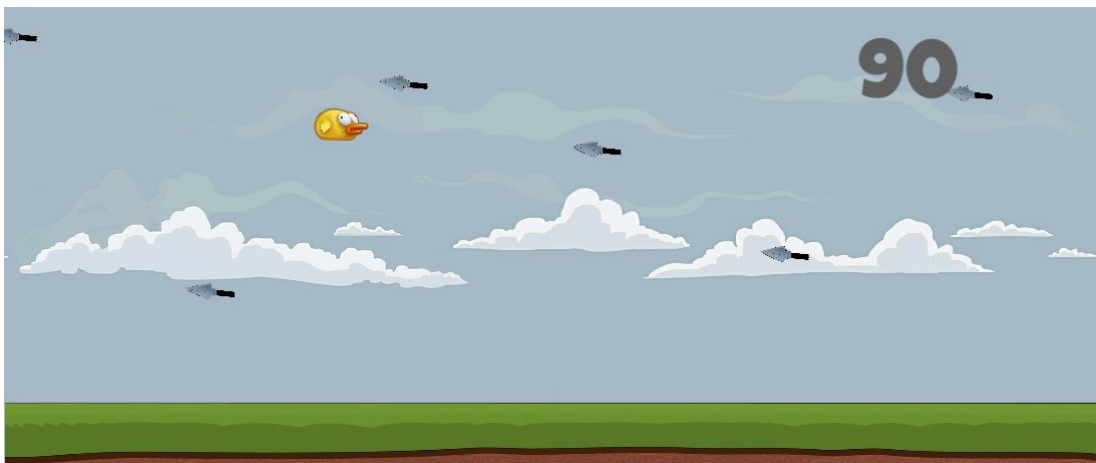
Start Screen



Countdown Before Begin Screen



Gameplay Screen



Game Over Screen



Inscribed Layer

Games are designed to be simple to play, single player and can be interacted using keyboard buttons. Spacebar for jump, R for reset and S for restart.

The primary goal of the game, to survive as long as possible.

The game has a very artistic cartoony feel, but still promotes physics component such as the way in-game character make a jump, the feeling of gravity pulling the character down.

The game primarily takes advantage of Unity Game Engine with the use of Physics components, Collision System and Item Despawning.

Dynamic Layer

During the game, player must not get stabbed by the spear or hit the ground. And in order to dodge, they must fly up and down to avoid it. Graphics response by moving the bird up and down with animation and sound effects has been considered during the design phase. Player must play the game, although, the spawn rate gets more intense for every spear is passed (scored increase).

Cultural Layer

Losing to the game can cause rage that I have died and must try to win the game by keep on playing. This is an effect of addiction. The game also taught, precision as well as adaptation since for every score earned, the gamespeed is increase by little in order to add a little flavour of challenging to it.

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