

CS427 – Game Development and Visualization

Mini Project Report

1. Game: Flappy Birdie

2. Introduction of game:

Flappy Birdie game is based on the original game - Flappy Bird. The game is a side-scroller where the player controls a bird Birdie, which moves persistently to the right. The player is tasked with navigating Birdie through pairs of columns that have equally sized gaps placed at random heights. Birdie automatically drops and "flap" only when the player click the left-mouse on the screen. Each successful pass through pairs of columns awards the player one point. Colliding with a column or the ground ends the gameplay.

3. Main idea:

Using left-mouse to “flap” the Birdie through pairs of columns to get the points.

4. Feature:

- Mouse detect: to flap Birdie and interact with the game options.
- Sound effect when Birdie get the point, Birdie flapping or Birdie collide with columns or the ground.

5. Technique:

- UnityEngine
- UnityEngine.SceneManagement
- UnityEngine.UI
- Rigidbody2D component.
- BoxCollider2D component.
- Animator component.
- AudioSource component.

6. Resource references:

- Free music and audio effect by © Youtube
<http://youtube.com/audiolibrary/music>
- Background images, sprites by © Unity Learn
<https://learn.unity.com>
- Free icon by © Iconfinder <https://www.iconfinder.com>