**TAPPY CHICKEN**

(A python based game)

*A Synopsis Submitted*

*in Partial Fulfillment of the*

*requirements for the Semester - 3 (KCS354)*

### BACHELOR OF TECHNOLOGY

**in**

**COMPUTER SCIENCE AND ENGINEERING**

**by**

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1. **Title of the Project:** Tappy Chicken
2. **Objective of the project:** The objective is to direct a flying bird, here chicken moves continuously to the right, between sets of vertical obstacles. If the player touches the pipe, he/she loses. Bird briefly flaps upward each time that the player taps the screen; if the screen is not tapped, bird falls because of gravity; each pair of pipes that it navigates between, earns the player a single point.
3. **Hardware & Software to be used:** Microsoft Visual Studio Code(for writing and running the code) , PyGame(a python library for making games) and Adobe Photoshop
4. **Limitations:** This game is limited to PC users for now and lacks in graphics department.
5. **Future Scope:** Many things can be added in the future like moving to a new level after scoring points and more challenging obstacles.
6. **Conclusion:** This game is very simple and easy to play. Player can play for as long as he wants. Difficulty of the game can be increased by just making a few changes in the code. Overall the game is very simple , easy and fun to play.
7. **References**: [FlapPy Bird](https://github.com/iamraj45/TappyChicken) , [Code With Harry - Youtube](https://www.youtube.com/watch?v=itB6VsP5UnA&ab_channel=CodeWithHarry)