

Let's Build Flappy Bird!

- A developer has been working on getting flappy bird delivered.
- He has been pulled off the flappy bird project and onto something else.
- You now have this codebase of boilerplate flappy bird code.
- Repository is <https://github.com/vsharper/flappy-bird>

The blueprint document in the repository contains the details of what needs to be implemented.

Requirements:

- There is only one input - jump
- Pipes spawn from the right-hand side and move towards you
- You need to use the single input (jump) to avoid these pipes.
- The floor moves in parallax to give the illusion of moving.
- When you jump, the bird must now rotate to 10 - 45 degrees (whatever looks most natural.)
- When you touch a pipe or die, the bird must immediately plummet to the ground.
- The death screen should show the scoreboard, with the best score and the score you have for that round.
- While the bird is alive, you need to display the score using the custom fonts provided.
- Example of the end result: <http://flappybird.io/>
- Nice to have:
 - sound.

Decisions:

- Is there anything that can be salvaged from the code that the developer has worked on?
- Do we build it from scratch?
- What do we have to do to meet the requirements?

Considerations:

- What are the constraints of the domain?
- What are the prerequisites?