

Assignment 1

Due: In class week 5 (Check Submission deadline on FOL)



If you just hand in code I gave to you / we did in class or you will get zero. You can build off code we create but don't just hand in the exact same example.

-20% per day late

You've been tasked to recreate the 2013 mobile phenomenon, Flappy Bird. The art style, points, and feel are completely up to you but the core mechanics must be the same. The player must be able to control a character and fly through on coming obstacles to gain points. Each time the input button is pressed the character should get an upwards boost, and if you don't press anything the character should fall to the ground.

Demo can be found on FOL under the assignments section

GAMEPLAY

3 Marks - Scrolling parallax background with at least 3 layers is used

1 Marks - Pressing space bar triggers upward boost

1 Marks - Left Click triggers upward boost

2 Marks - Obstacles come at the player and are randomly placed

2 Marks - Points gained for each obstacle passed are displayed on screen

3 Marks - Game resets after obstacle hit, character should return to starting position, enemies cleared, points at 0

2 Marks - If the player hits top or bottom of the screen the game resets

AUDIO

1 Marks - Background music is used

1 Marks - Sound is played when character collides with obstacle

1 Marks - Sound is played when character does upwards boost

BUILD

1 Marks - Game is playable as a compiled .exe, not just inside unity editor

1 Marks - Your .exe has a custom icon, not just the default Unity Icon

BONUS 3 Marks -Game runs on mobile device, web browser, or alternative device besides an exe build. To get this mark you must get perfect on all other marks!