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CT404 – Graphics and Image Processing

2D Game using Canvas

I decided to create a 2D game similar to Flappy Bird for my project. The aim of the game is for the player to avoid the top and bottom of the canvas while also avoiding the blocks approaching them by moving through the gap between the top and bottom blocks.

The score of the player is determined by how many blocks they avoid.

The spacebar key is used to make the player jump while the enter key is used to pause/play the game.