

We made two different games by accident. We originally made Flappy Bird, but it was horizontal instead of vertical like a normal game of Flappy Bird. When trying to change it to vertical, we realized we had created a new game, which we named Floppy Bird. The only difference between the two implementations were just a few lines of code in the move_obstacle module. Commented code in move_obstacle corresponds to our Flappy Bird implementation.

Game 1: Floppy Bird

Push the KEY[0] button to move the red ball to the right by one space. Once the ball moves out of the screen to the right, it reappears, coming out of the left side of the screen. Green columns come in from the left at random times. You lose when your ball touches a green column. A force is dragging your ball to the left so you must continuously push the button faster than the force to be able to move ahead and avoid hitting the columns coming up behind you. You earn one point for every column that appears on screen. So basically, the longer you stay alive, the more points you earn. Points are displayed on the HEX display. The LED board displays the word "OVER" when you have lost the game. Reset the game using SW[9].

Game 2: Flappy Bird

Push the KEY[0] button to move the bird to the right by one space. Green columns come in from the bottom at random times, with a randomly spaced gap between each column. The columns move up the board. You lose when your bird touches the green (lit) part of a column, so you must fly your bird in between the gaps. A force is dragging your bird to the left so you must strategically push and release the button according to the location of the gap in the column. You earn one point for every column you go through. Points are displayed on the HEX display. The LED board displays the word "OVER" when you have lost the game. Reset the game using SW[9].