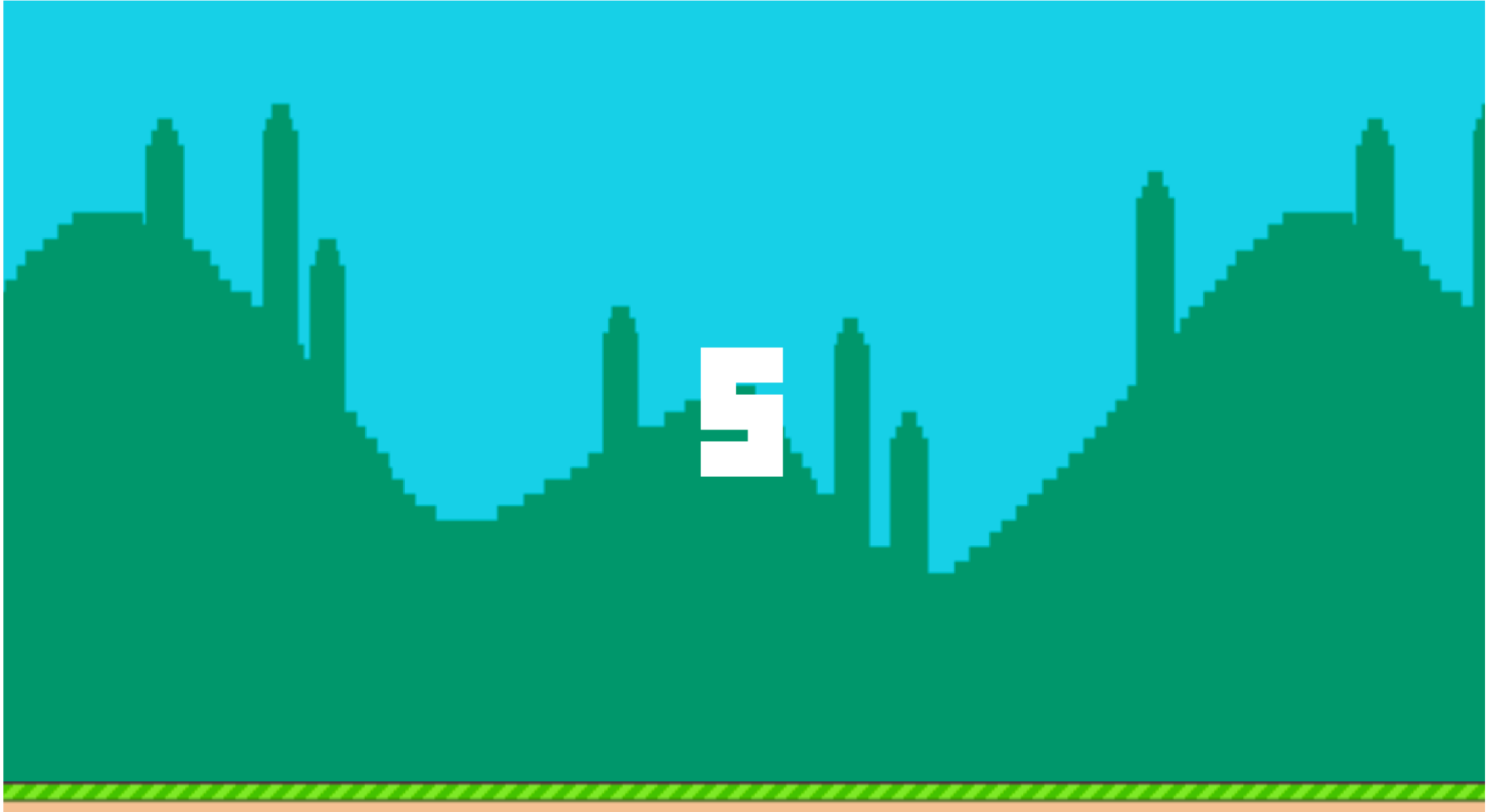


Fifty Bird

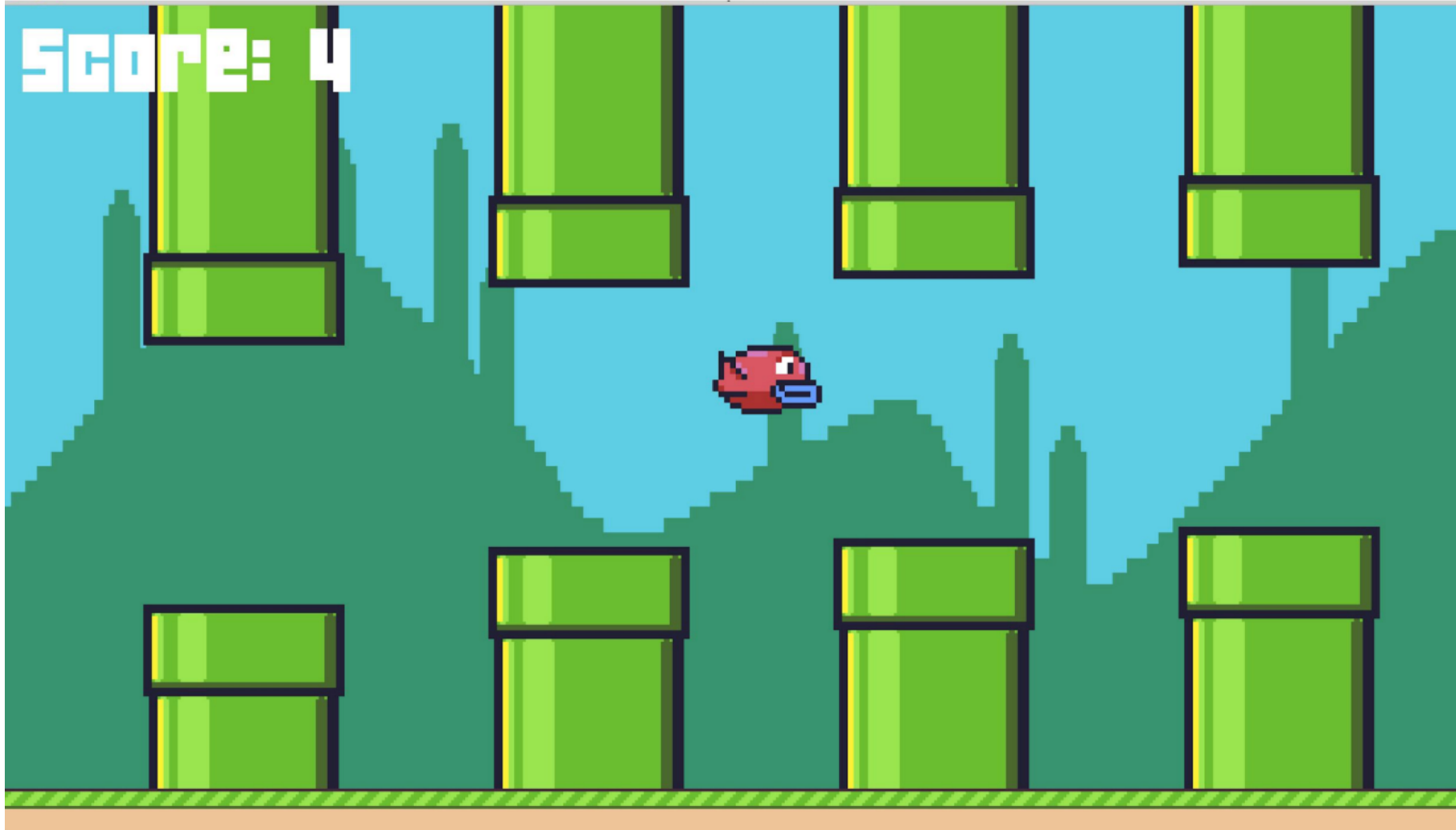
Title Screen



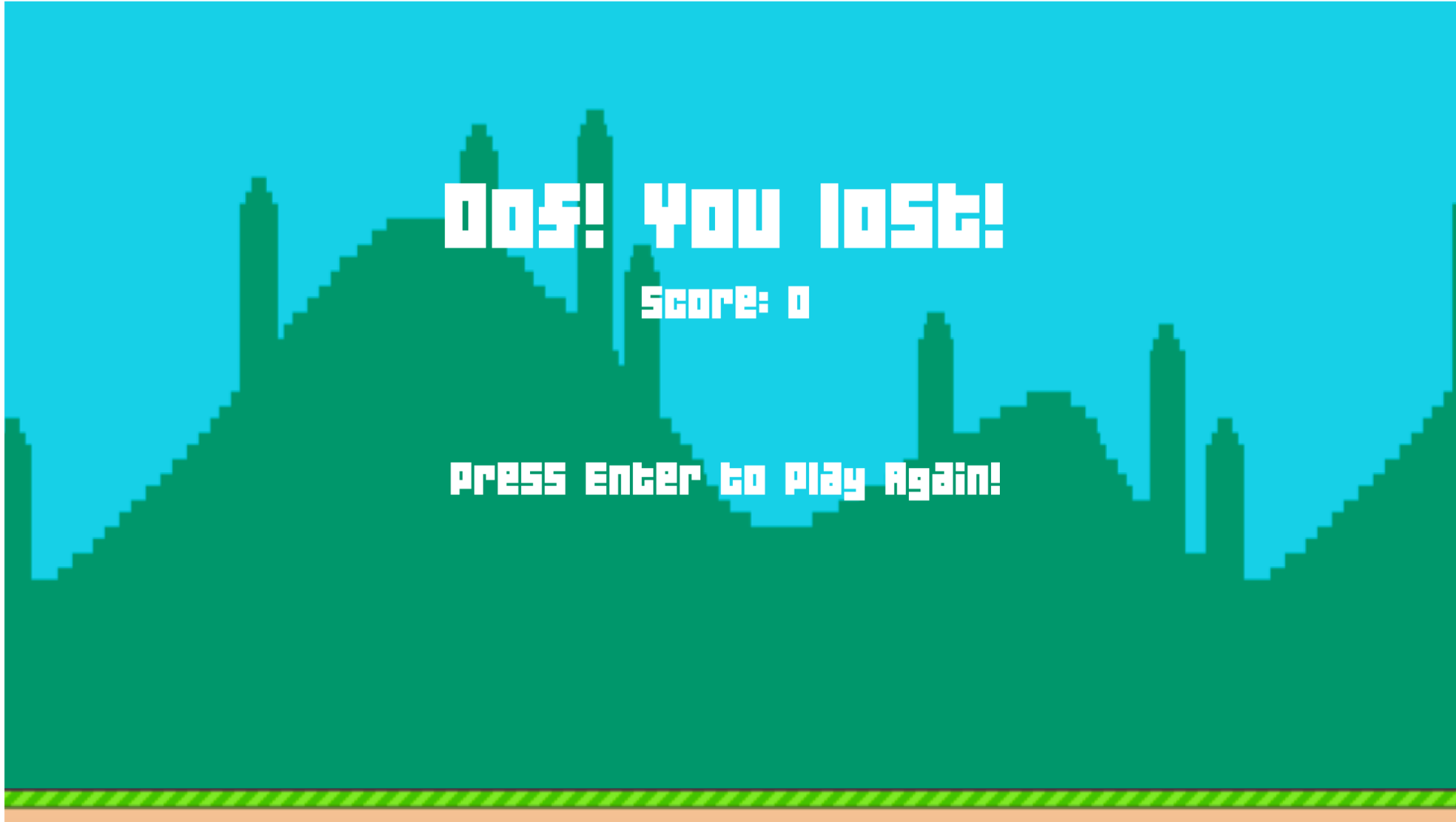
Countdown Screen



PlayScreen

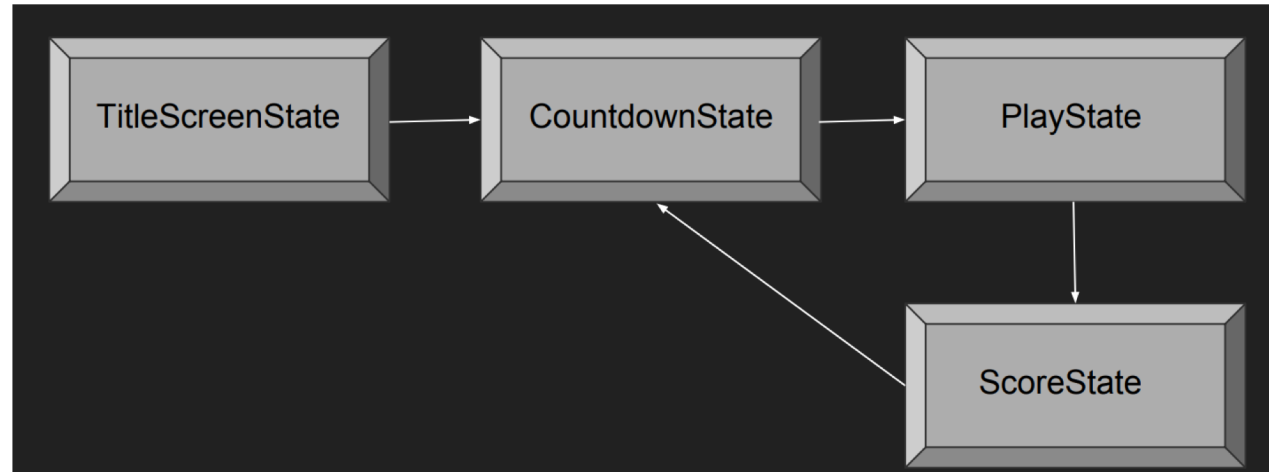


Score Screen



Requirement 1

- Background rolling
- Gravity
- Infinite Pipe
- Collision
- Music & Sound
- State machine



Requirement 2

- Make pipe gaps slightly random.
- Make pipe intervals slightly random.
- Award players a “medal” based on their score, using images.
- Implement a pause feature.

Requirement 3

- Make new skills
 - Dash Skill: quick move forward in a distance, cooldown 10s.
 - Power Skill: the bird scales x5 in 5s, blow all pipes on the moving path. Cooldown 30s.