## Flappy bird documentation

* **Pipe Generation:**

The createPipe () function generates the pipe positions with a random height.

The offset variable defines a minimum vertical offset for the gap from the top of the window. This prevents the gap from starting too close to the top of the screen.

Another variable pipeHeight calculates the placement of upper height. Once the upper pipe is placed, the coordinate for the lower pipe is randomly generated. There is also a specific distance between upper and lower pipe to be maintained so that they aren’t placed too close to each other.

It is also ensured that the pipes start entering the screen from the right.

* **Main flappy bird game**

The positions of the pipes are created as well as the coordinates of the bird.

The movement of the bird is defined- like the min and max velocity and acceleration.

The up and down arrow keys are connected with the same movements.

The game ends when the bird hits the pipes or gits the top/bottom window.

Bird moves in y dirn.