1. Project setup:

Scene: set up pillar timer

Widget:Background

Form->widge.ui->display widgets->graphics view

add start botton

1. Pillar item class

topPillar

bottonPillar

initialized topPillar and bottomPillar

set topPillar and bottomPillar positions

addToGroup

set the x animation of pillars

generate pillars by time in random y position

delete the missing pillars

1. Bird item class

Bird wings update

Bird y animation: fall down

Bird rotation animation: rotate bird when fall down

1. Bird item: move the bird up by “space” key

KeyEvent

mouseEvent

shootup

fallToGroundIfNecessary

1. Collidewithbird

Bool collideWithBird();

https://www.youtube.com/watch?v=2Yow0cVb8eo