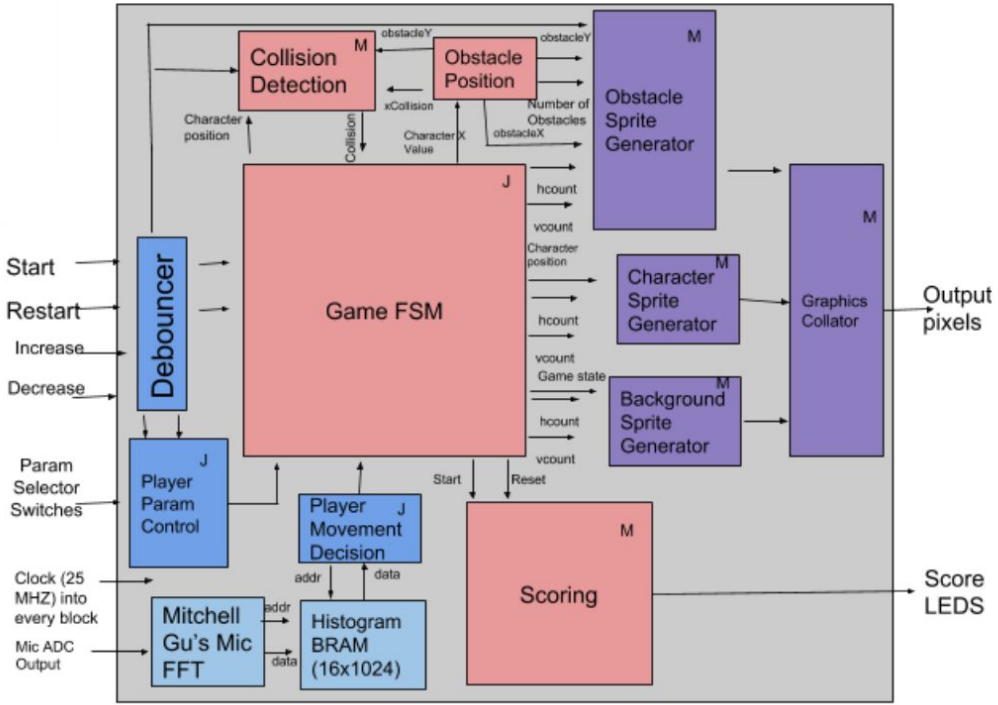

Screamy bird
YASUHATI
×0
16.68
http://www.freem.ne.jp/win/game/13993

Major Divisions



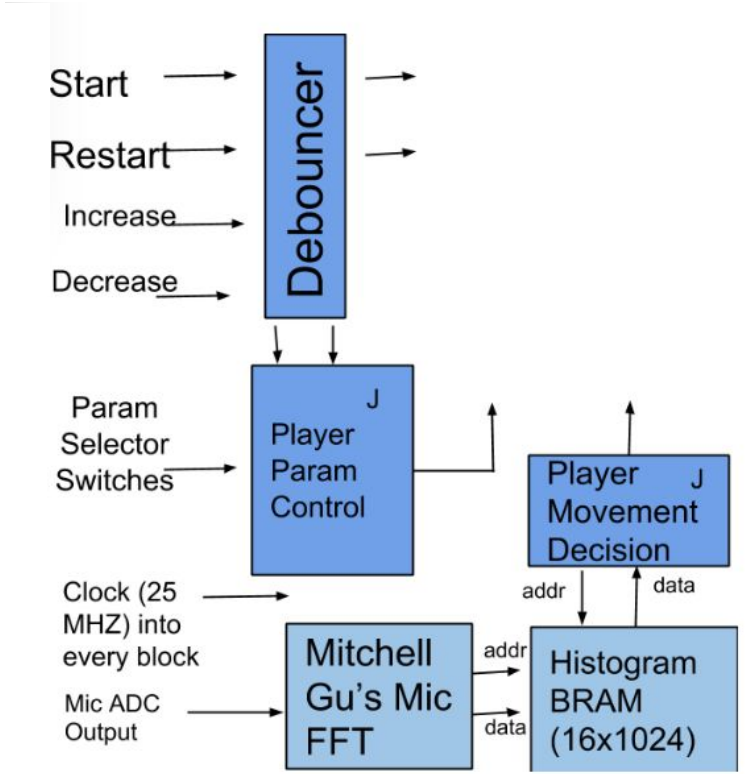
Player Inputs

Game State

Graphics

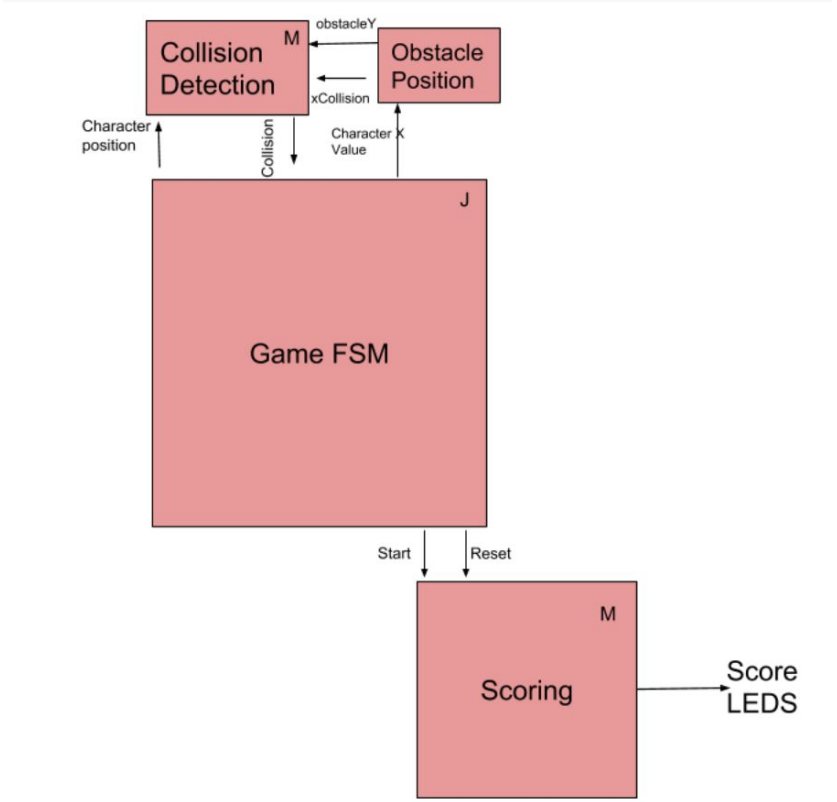
Player Inputs

- Uses FFT demo to get frequency bin values
  - Will sample bin values to make movement decision
- Contains speed adjustment, difficulty adjustment, volume adjustment, sensitivity adjustment and debounced inputs
  - Parameters will have default values that can be changed mid game
  - Changes will only be loaded into the game FSM at the start of a new game



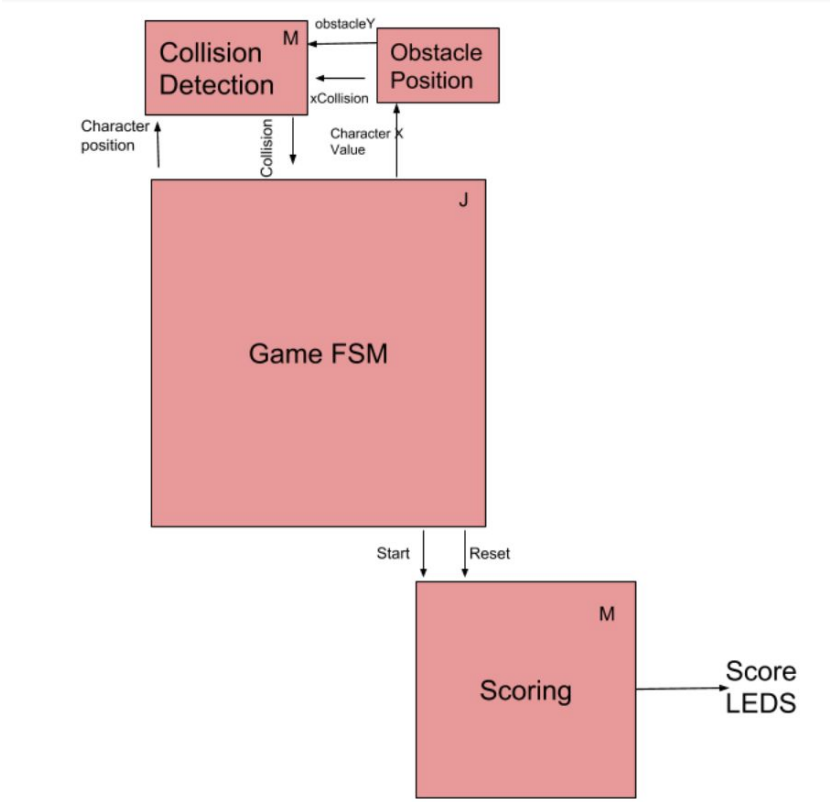
Game State

- Main Game FSM
  - Keep track of game state
- Obstacle Position
  - Represent entire game as a map longer than the screen that wraps
  - All obstacles are stored in a circular array
    - This represents a fixed map position
    - Uses character position to determine visible obstacles



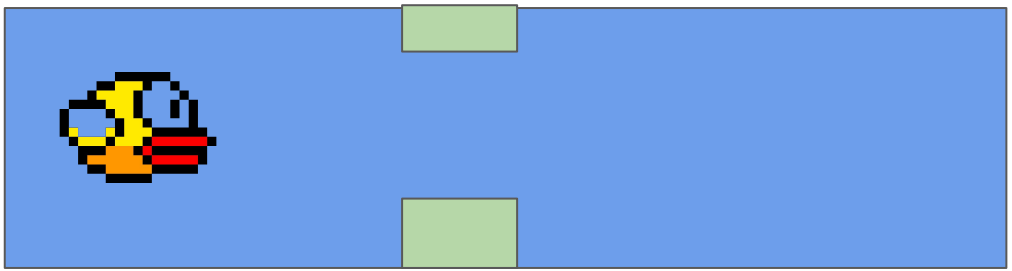
Game State (cont.)

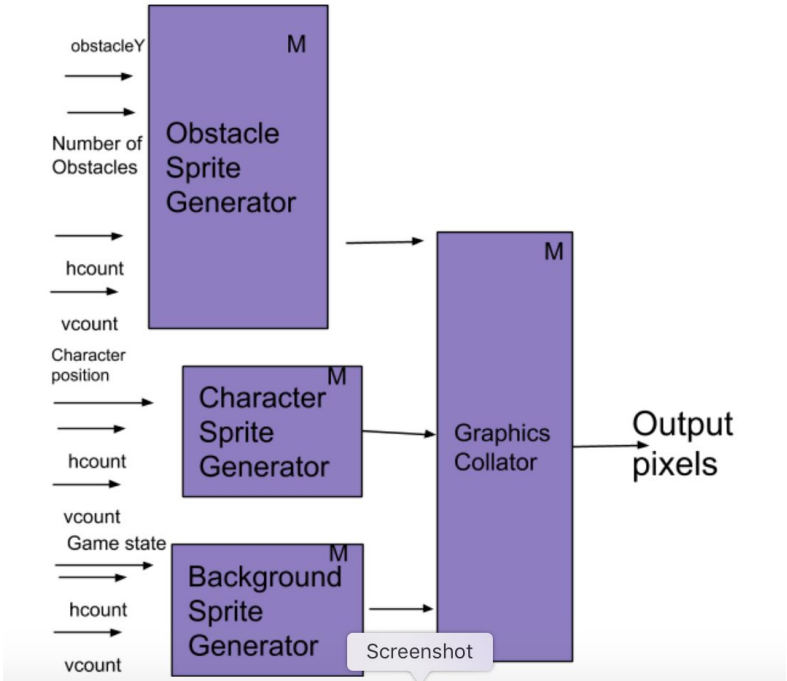
- Collision Detection
  - Takes in
    - current player position,
    - If an obstacle matching the player's current x coordinate
    - that obstacle's y position
- Scoring
  - Score based on number of seconds alive
  - Will be shown on the nexus7's display



Graphics

- Obstacle, Character, and Background Sprite Generators
- Graphics Coallator
  - collects all of the sprite outputs to determine each pixel

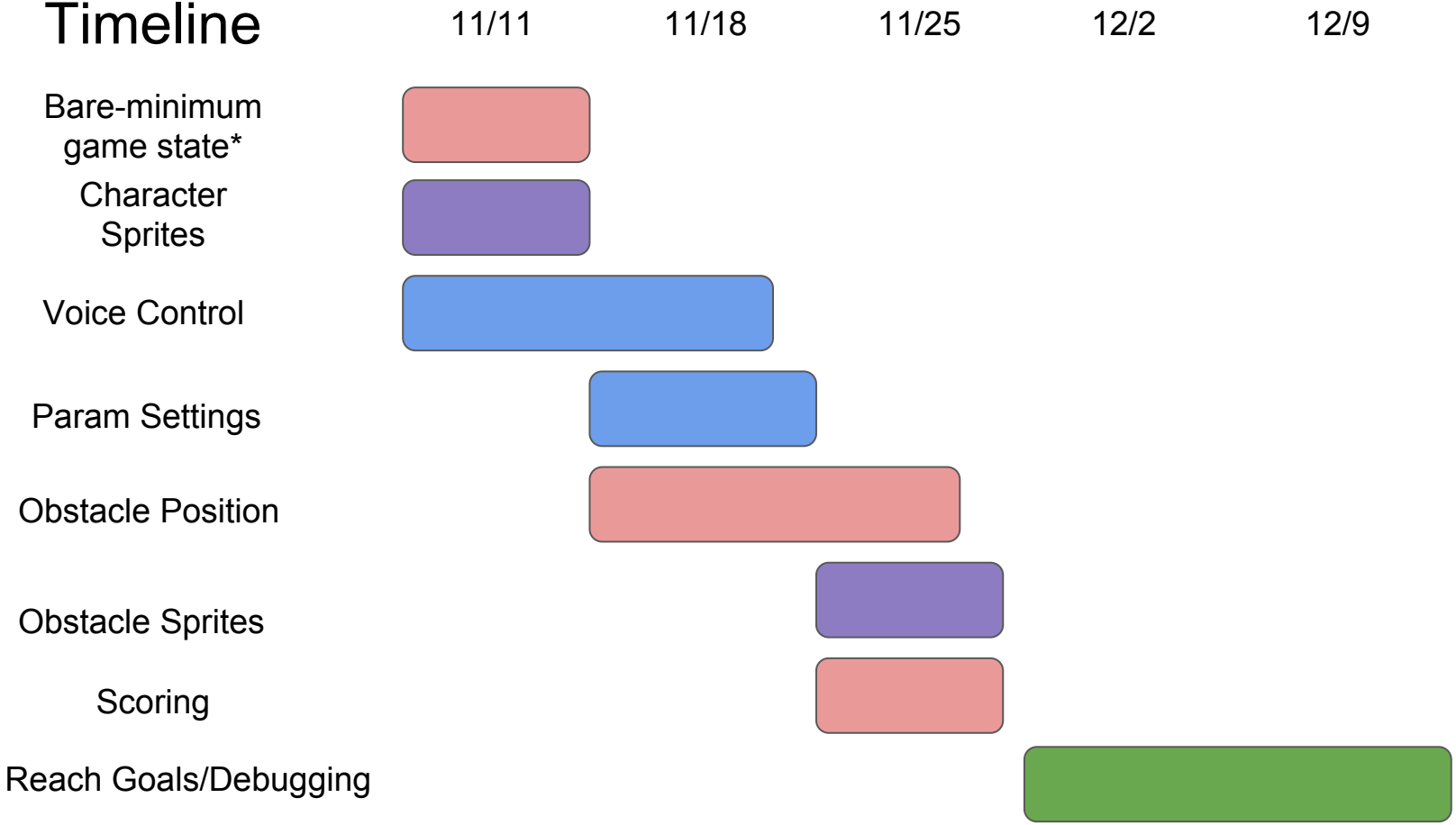




Additional Goals

- Sound
  - Could include noises on start/loss
  - Would need to have microphone off when played
- Second Axis of Movement
- Vertically moving enemies
- Record/Replay mode

Timeline



*includes collision detection and game status state machine