6.111 Project Checklist

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Base Level:
- ❏ Simple noise for sound effects such as 400Hz beeps whenever the player jumps
- ❏ System can recognize when human player jumps and can translate the jump as an input to the game
- ❏ Squares/rectangles for player and pipe obstacle sprites
- ❏ Uniform colored background
- ❏ Gameplay flow includes turning on system and pressing a start button to play the game. While playing the game, if the player presses the start button again, the game will freeze at its current state until the start button is pressed again. If the player's sprite collides with an obstacle, the player will lose the game and game simply freezes on the last frame until the player presses the start button to restart the game.

Desired Features:
- ❏ Background music similar to the original game soundtrack (.wav file read from SD card)
- ❏ Variety of sound effects for collisions and "jumps" (saved files)
- ❏ Scrolling visual background
- ❏ Sprites resembling those from the original *Flappy Bird* game for obstacles (Stored in SD card or ROM)
- ❏ Player's face used as game sprite (input from camera)
- ❏ Gameplay flow is similar to above, except there will be a separate startup screen and separate high score screen, where the player will be able to see if his/her current score has beaten the all time high score in this instance of *Fglappy Bird.*

Stretch Goals:
- ❏ Sprite rotates through the jump
- ❏ High score page with name of top 5 scorers
- ❏ Multiple FPGAs running the game and share high scores
- ❏ True multiplayer (two people playing on one screen)