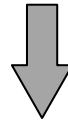


Angry Birds Example Level 1 Simple Level

Angry birds offers dynamic level solution
(Multiple ways to kill the pigs)

All game colliders direction
when gravity active

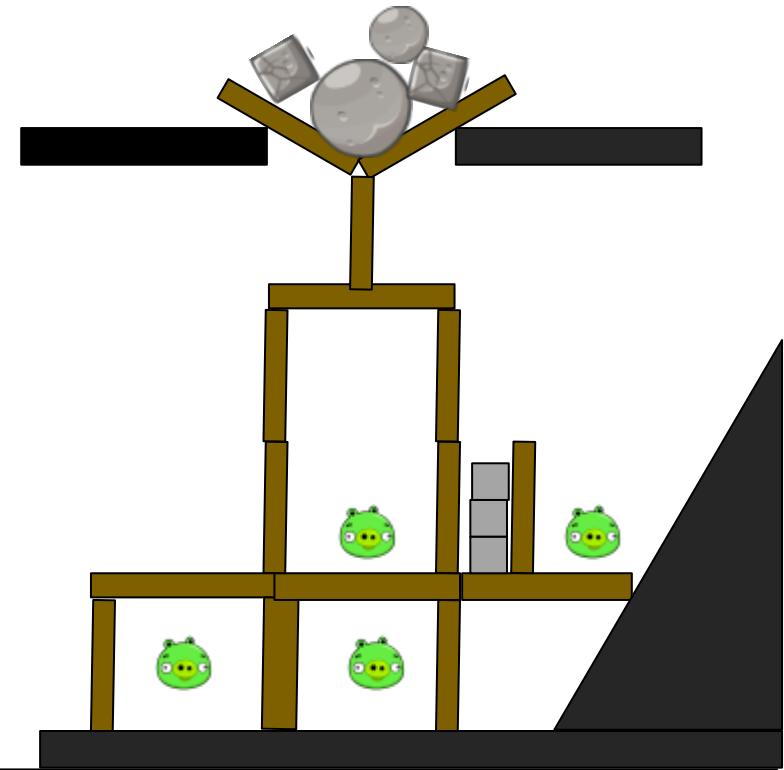


180° Angular aim. Trigger is
fixed



Player can choose any of the
3 birds to attack

Simple physics with gravity as active



Yellow bird : tap to accelerate. Effective against wood wall



Blue Bird: Splits into 3, when tapped. Effective against stone wall



Explodes when tapped. Effective against all walls

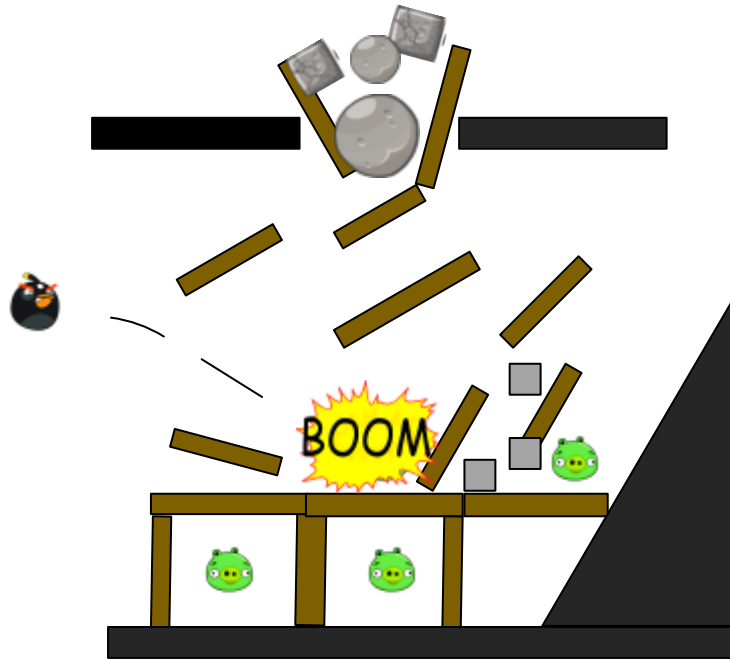


Fig.1

Figure 1

Player can select the default pawn to destroy the tower. Explosion will remove the support from big rocks above. They will come crashing down. This bird gives more chance of destroying all pigs in one go.

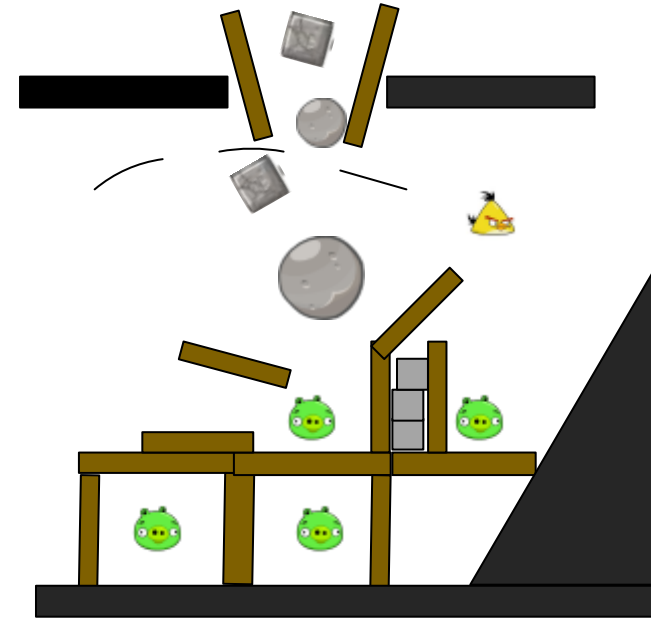


Fig.2

Figure 2

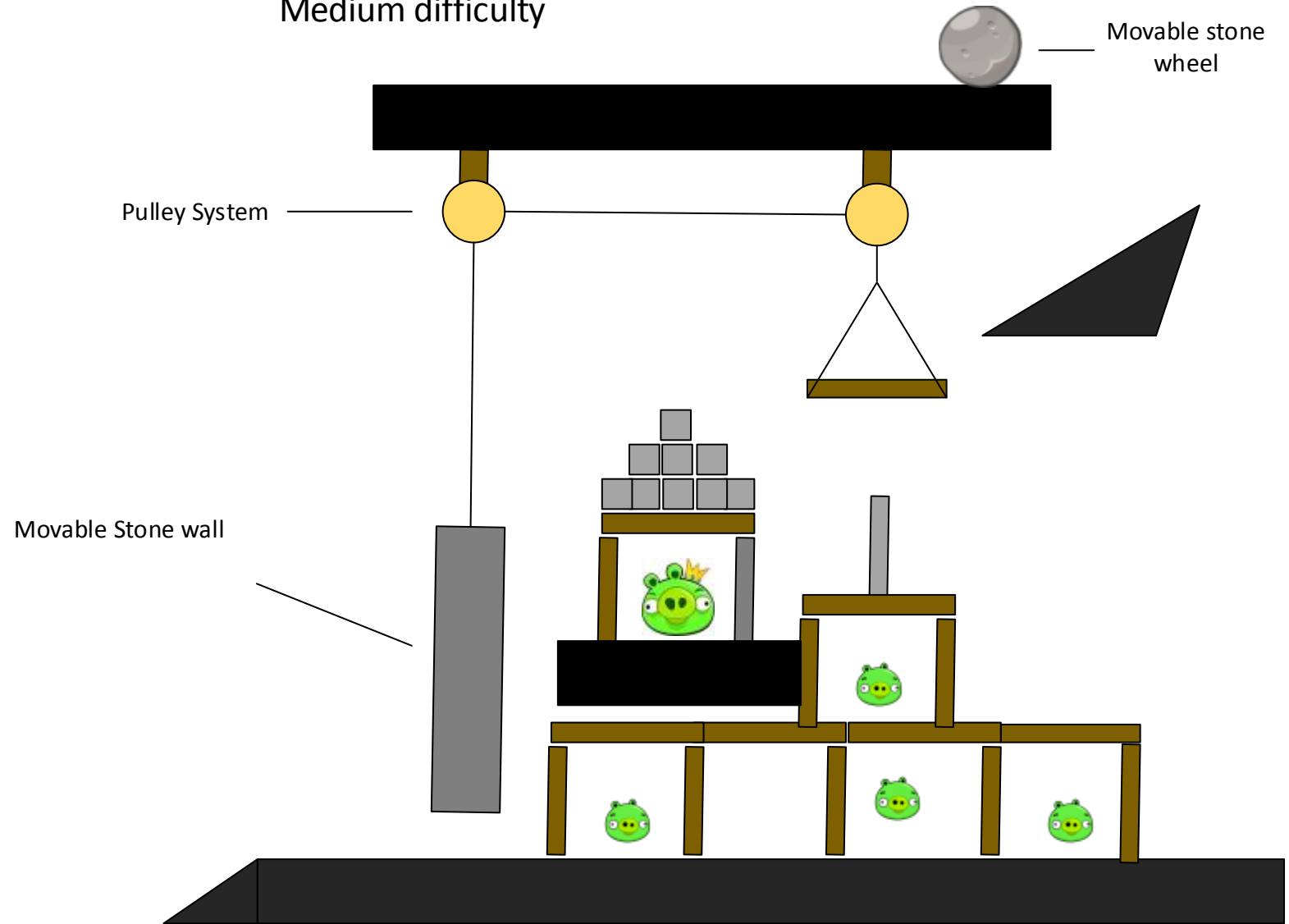
Player can select the yellow bird to destroy the wall supporting the rocks. Once the support is destroyed rocks will come crashing down. This bird gives more chance of better score.



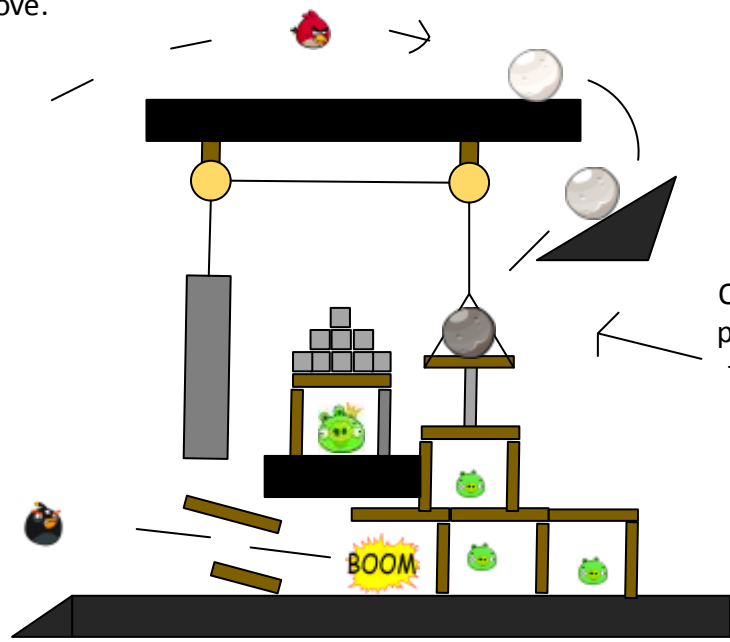
Backup if player unable to destroy objective in 2 chances

Angry Birds Example 2

Medium difficulty



Player has to use the red bird to make the stone wheel move.

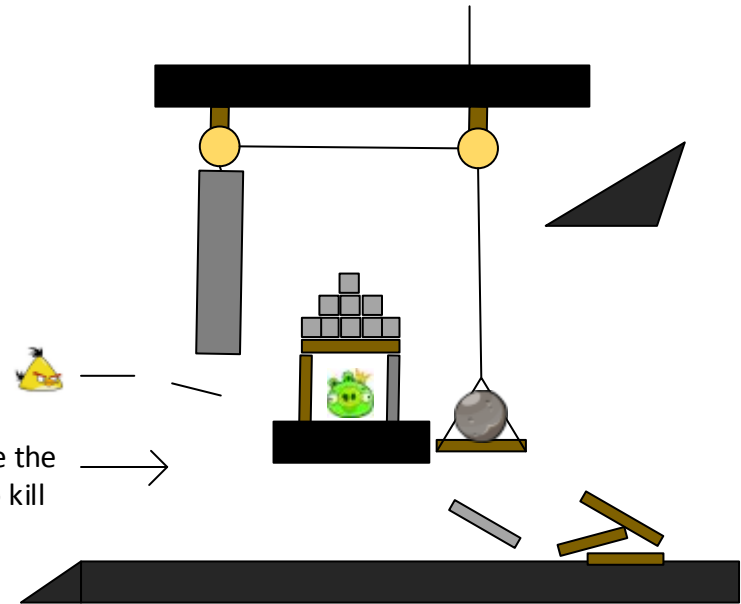


Once the wheel falls into the pulley it will come down. But the tower will block its way

The player will have to use a black bird or a yellow to destroy the tower support.

Note: Further testing in the game engine will suggest if any changes are required or not.

Once it comes trembling down pulley will come down further. This will take the stone wall further up.



When the king is visible the player has a chance to kill him