

## Problem

Create a **Flappy Bird style arcade game**.

The player controls a yellow bird that must navigate through gaps between green pipe obstacles by tapping to make the bird flap ...



### Evaluated LLM

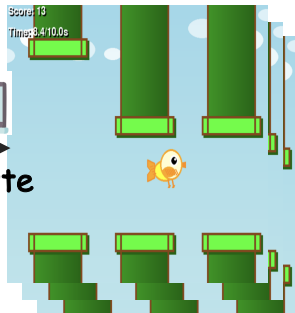
#### Code Generation

```
1 import pygame
2 ...
3 class Bird:
4 ...
5 class Pipe:
6 ...
7 class AIInteract:
8 ...
```

Execute



#### Game Video



### LLM/MLLM-as-Judge



#### Score Metrics

Animation	<div><div></div></div>	20/25
Interaction	<div><div></div></div>	22/25
Gameplay	<div><div></div></div>	19/25
Quality	<div><div></div></div>	23/25



#### Quality Checklist

- ☒ Smooth Animation
- ☒ Game Logic Working
- ☒ Performance Acceptable