```javascript
class Enemies extends MoveObject {

  x = 600 + Math.random()* 1000;
    y = 540;

    width = 80;
    height = 80;
    chickenSpeed = 1;

    Chicken_Walk = [
        'img/3_enemies_chicken/chicken_normal/1_walk/1_w.png',
        'img/3_enemies_chicken/chicken_normal/1_walk/2_w.png',
        'img/3_enemies_chicken/chicken_normal/1_walk/3_w.png',
    ]


    constructor() {
        super().loadImage('img/3_enemies_chicken/chicken_normal/1_walk/1_w.png');
        this.loadImages(this.Chicken_Walk);
        this.animation();
    }

    animation(){
        setInterval(()=>{
            this.playAnimation(this.Chicken_Walk);
            this.chickenMoveLeft();
        }, 1000/40);
    }
    chickenMoveLeft(){
        this.x -= this.chickenSpeed;
    }
}
```