

Comments on your submission		
Collisions with trains is correctly implemented: white (and orange and red) particle system explodes upwards, then falls down again. A few feathers are left.	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Implemented the sounds of the chicken clucks when moving, squawks loudly when dying, and the eagle when it swoops down	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Implemented the sounds of the cars, trucks, trains, RR crossing arms, logs when stepped on, and coins when you pick them up.	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Eagle swoops down and carries chicken away if it doesn't move for several seconds, or moves backwards multiple times, or is carried off screen by scrolling. Note: screen scrolls forward first, to better show the eagle grabbing the chicken. Screen shows > 2 lanes in front of/behind the chicken.	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Optional (extra credit): First person perspective for chicken w/omnious music.	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Project directory pushed to new GitHub repository listed above	<input type="checkbox"/>	<input checked="" type="checkbox"/>