FlapMouvement

- rb: Rigidbody

- FlapHeight: int

+ Gravity: int

+ Flapping(): void

BirdCollisions

- HitBox: Collider

- OnCollisionEnter(Collider)

- OnTriggerEnter(Collider)

- TakeDamage()

StartGame

- button: Button

+ GameStart()

Score

- Score: Int

+ IncrementScore()

Pipes

- FreeZoneHeight: int

- Spawn()