Todo El Pollo Loco

* Sounds
* Music
* Scriptevents
* Responsiveness
* Mobile
* Fullscreen (request fullscreen)
* Images in separate file
* Documentation
* Intro Screen
* Enboss
* Menu
  + Story
  + Keys
  + Settings?
* Game Over
* ChickenSmall flying
* Bugfix: When character should die it takes longer (2 times?)

**Done**

* Mini Jump after hitting enemy
* Refactoring playAnimation
* Throw bottles
  + Animations
  + Collision
* Bugfix throw bottle: Bottle follows character after throw
* Delete enemies after they left canvas