Todo El Pollo Loco

* Sounds
* Music
* Scriptevents
* Responsiveness
* Fullscreen
* Delete enemies after they left canvas
* Images in separate file
* Documentation
* Intro Screen

**Done**

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