Todo El Pollo Loco

* Sounds
* Music
* Scriptevents
* Responsiveness (don’t forget menu)
* Mobile
* Fullscreen (request fullscreen)
* Images in separate file
* Documentation
* Intro Screen
* Menu
  + Story
  + Keys
  + Settings Music
* Game Over
* Bugfix: When character should die it takes longer (2 times?)
* Esc opens Menu
* Story
* Bugfixing:
  + Sometimes black bar on right end

**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
* Bug movement Level end
* Simplify setInterval (Video Junus) 🡪 to drawableObject
* Endboss
  + Only spawn 1 bottle
  + Statusbar
  + Stopp intervals after character dead
* ChickenSmall flying
* Endboss not killable with jump

Ideen Bossfight:

* 1 Runde: 3x3 Chicken von links und von rechts, dann 3 Flaschen.
* 2 Runde: Boss wirft 3x3 ChickenSmall, dann 3 Flaschen.
* 3 Runde: Boss fliegt, begleitet von ChickenSmallFlying.