Todo El Pollo Loco

**Todo**

**Rückmeldung an Mihai**

* Mobile throw button: check (Throw bottle wäre in keyboard.class.js zu finden gewesen)
* Names of Files consistency: check
* Level create clouds in separate function: check
* Eliminate console logs: Ist eine andere Datei von Aleksander Demyanovych
* Character images in separate file: check
* Hight Character landing changes / Level where character walks higher: check
* Buttons mobile smaller: check
* Mobile landscape: Change orientation: check

**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
* Scriptevents
* Game Over
* Bugfixing: Sometimes black bar on right end
* Fullscreen (request fullscreen)
* Mobile
* Responsiveness (don’t forget menu)
* Link start game only on text.
* Menu
  + Story
  + Keys
  + Settings Music
* Intro Screen
* Story
* Rectangle Endboss smaller
* Endfight bottles no spawn on player
* Endfight flying animation smoother
* Set health endboss to 100
* Sounds
* Music
* Volumes changeable
  + Back to Menu page
* Snorring Pepe when he sleeps
* Bugfix flying chicken fade out
* Stop music when game over or menu music if win
* Music for Win and Loss
* Popup startbutton for first interaction
* More clouds
* Mute button in game
* Bugfix: Flying chicken sound does not stop properly
* Bugfix: DOM interaction
* Documentation
* CTRL ALT F on all files
* Folder structure
* Music Endboss no loop
* 0 bottles beginning
* Lag on Firefox endgame
* H1 Grid Menu