Todo El Pollo Loco

* Sounds
* Music
* Images in separate file
* Split big files
* Documentation

**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