

LeaderBoard	
Displays the leaderboard for the user	MainMenu

Pipe	
Create pipe w/ randomized size on each side	

MainMenu	
Displays the menu for the user Has buttons to play the game, access the leaderboard, and select difficulties	

Config	
Constants used in order to create and implement design for game	

Main	
Runs the game	MainMenu DisplayGame

Bird	
Implements the bird Makes bird 'flap' Makes bird fall	GameState

DisplayGame	
Displays the game for the user Set locations for pipes, bird, and background	Pipe Config GameState Bird Random

GameState	
Makes sure that pipes randomly generate	Pipe Random