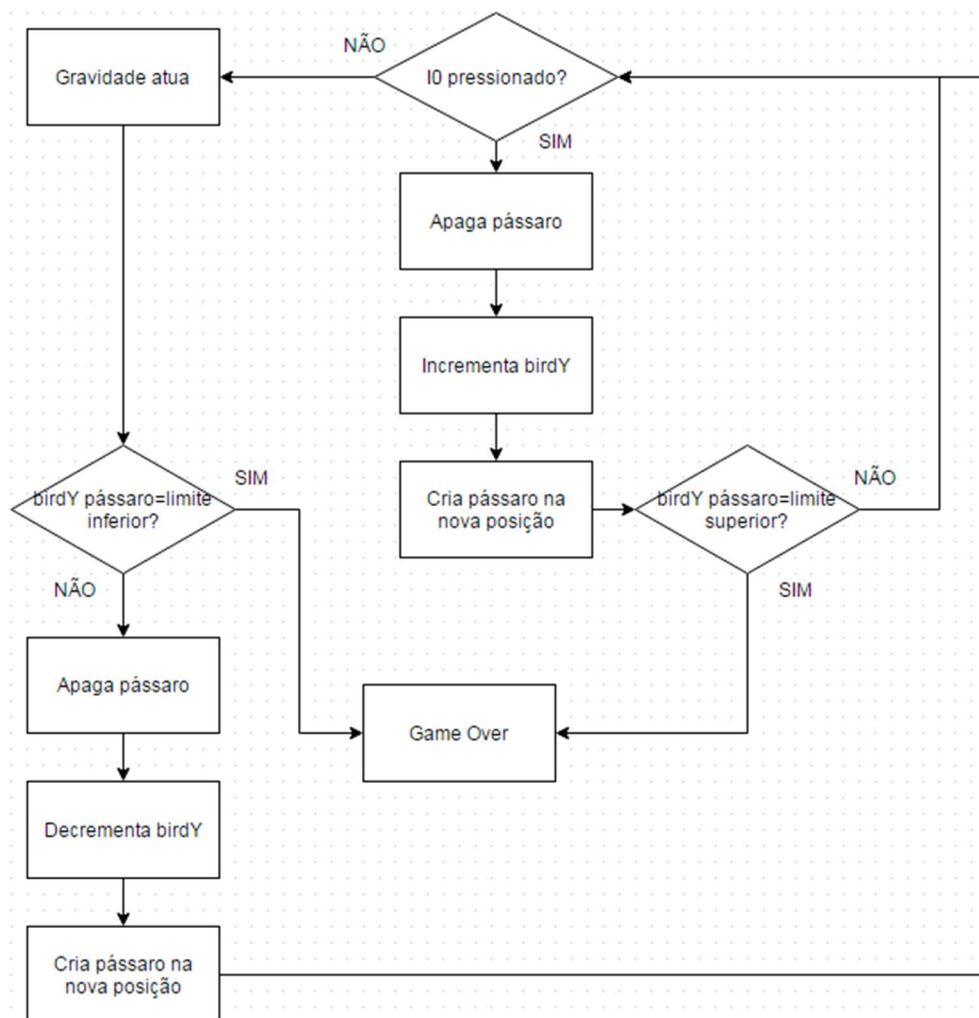
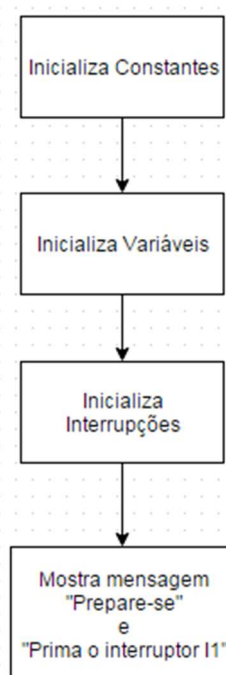


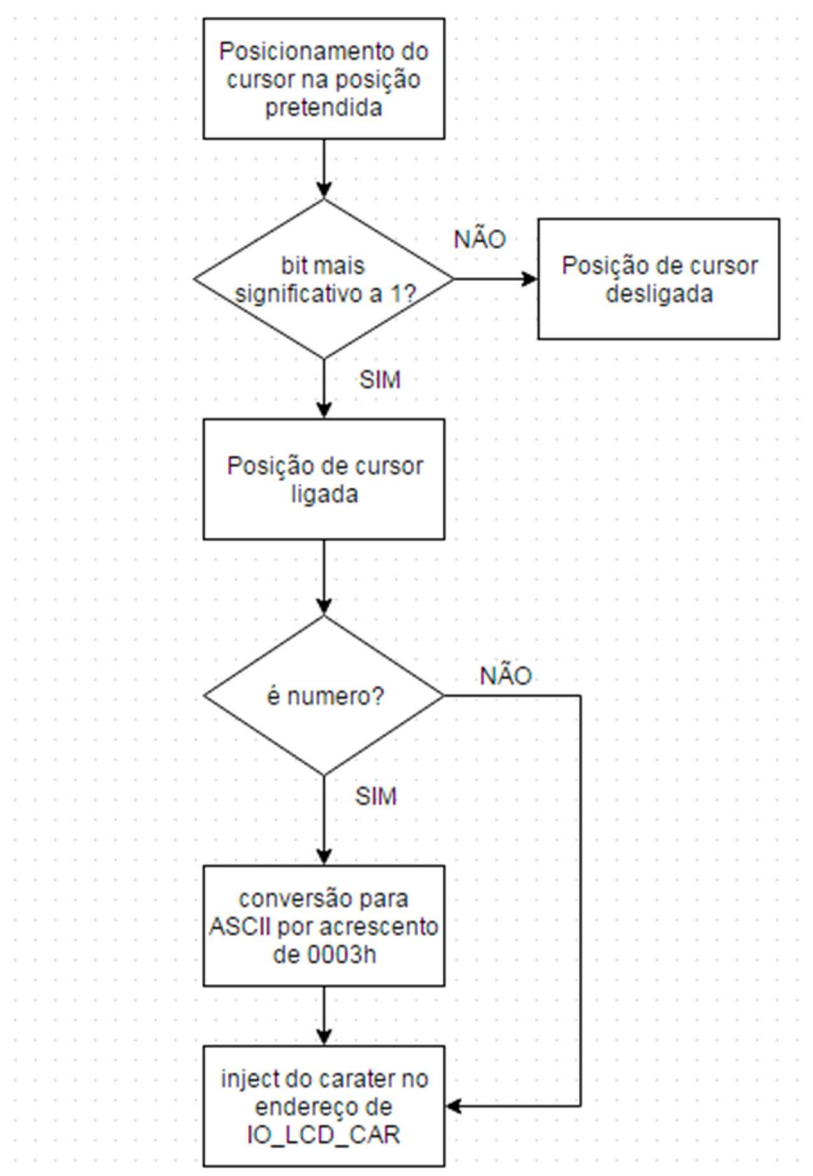
# Move pássaro / gravidade



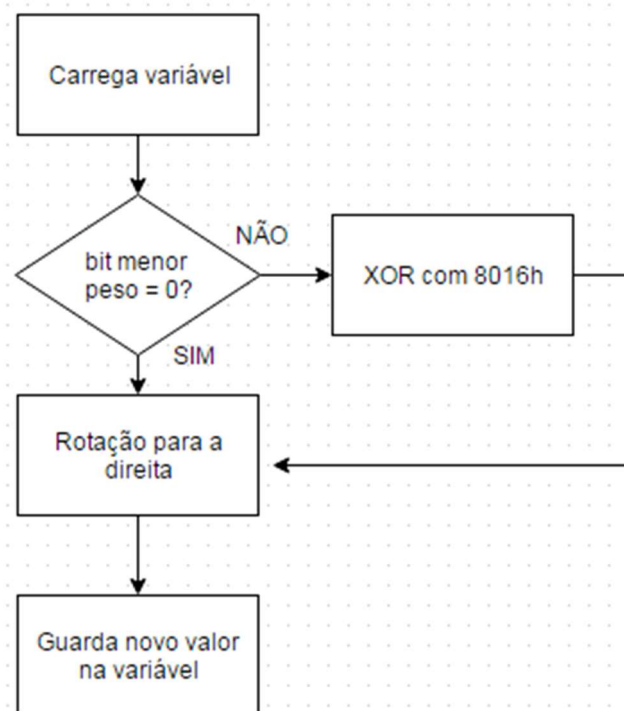
## Inicializações



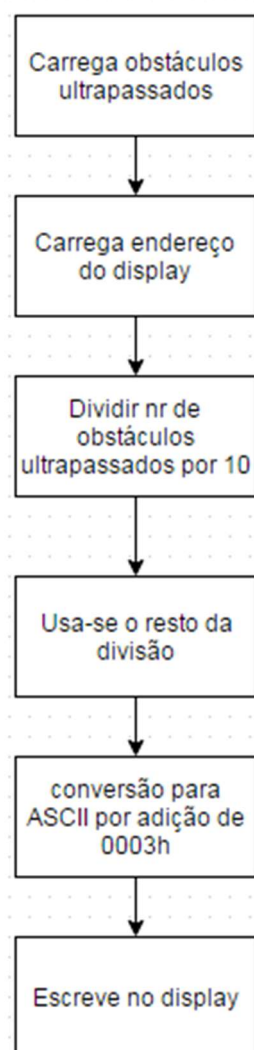
# LCD

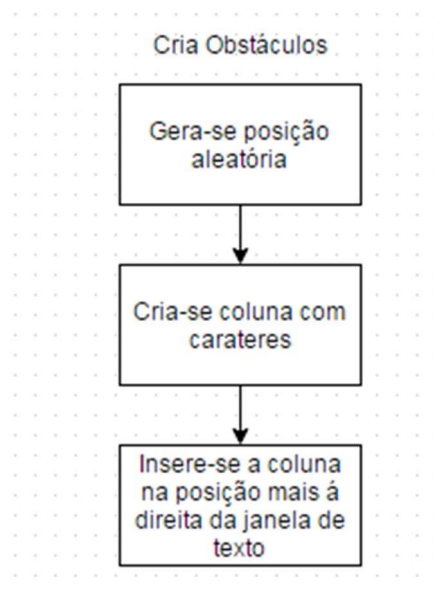
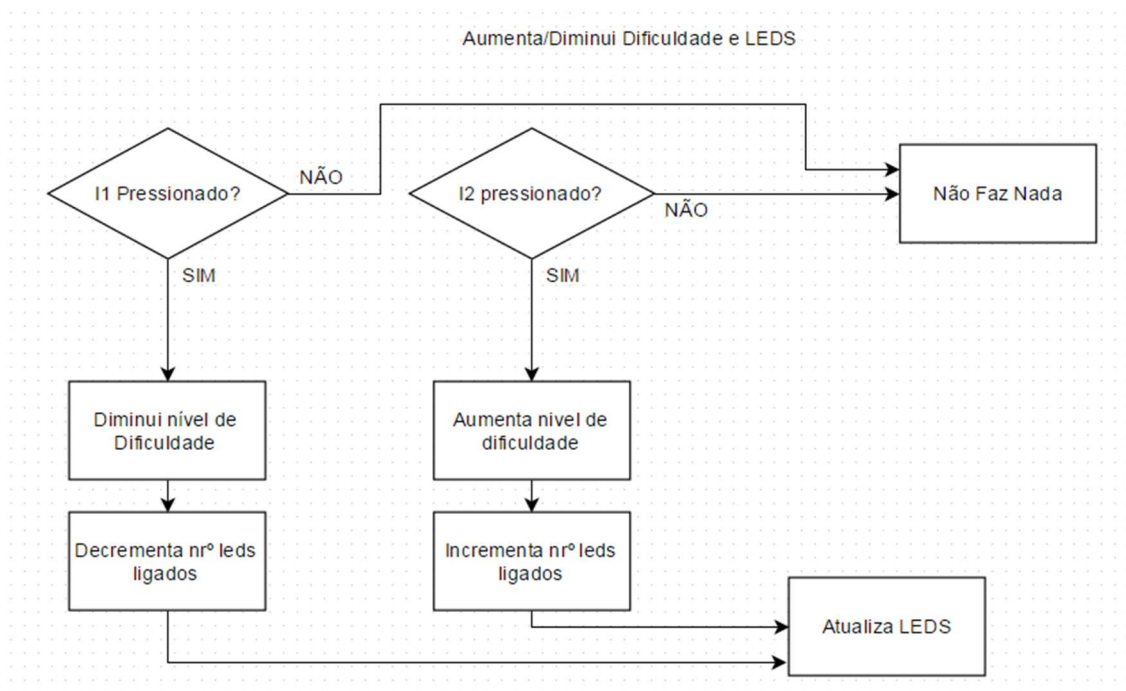


#### Generate Random

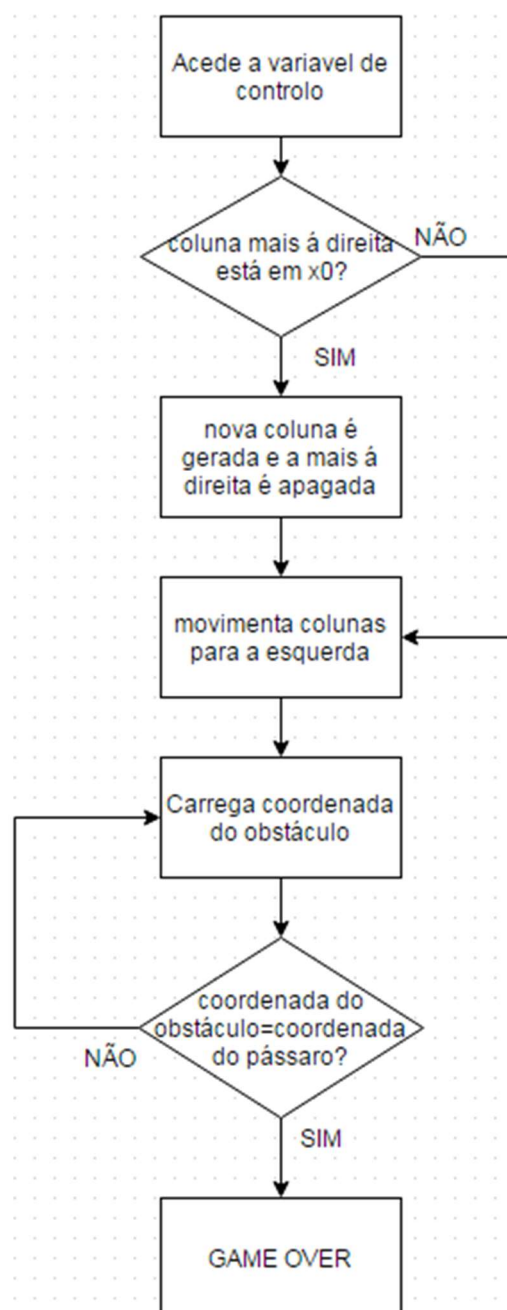


#### Actualização Display de 7 segmentos





### Movimentação e colisão com obstáculos



### Game Over

