How to make the game more random

on impact with the ground the bird could randomly decided to go left or right giving it a certain unpredictability to the travel of the bird.

The bird could generate a random health type stat so that if can withstand only and certain amount of collisions. This would correlate well with real life being that no all birds are as strong as each other and it is survival of the fittest in the animal kingdom. This idea steams from Darwin's origin of species. We could randomize which birds we use.

How to make the game less skill based

Cut of some of the trajectory the player can fire with meaning that they have less options on how they launch the bird.

Work out how much leeway the stamina should be. For example how much stamina you have and how fast it goes when holding down the thrusting button