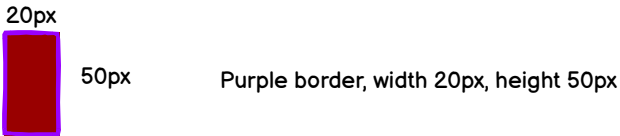
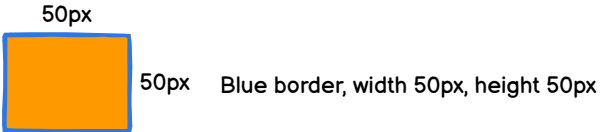
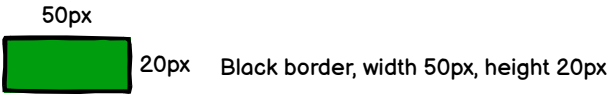


1. Create 3 variable which represent 3 bricks:

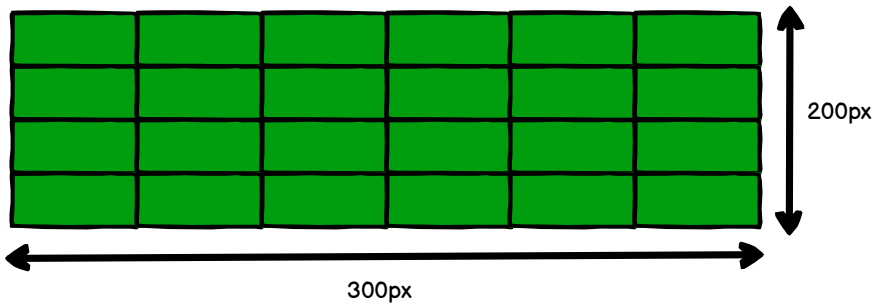


2. Add more detail to these 3 variables. You will need to convert these variables to object. Create a class to represent this first

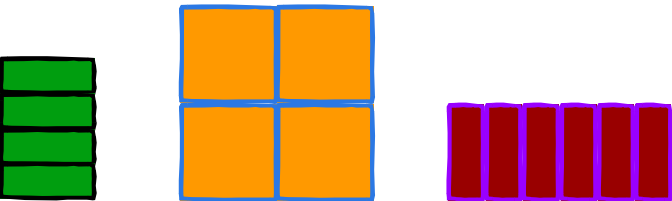


3. Create a function called, createWall which 3 parameters (width, height, brick). With this function, you can create a wall with the provided brick:

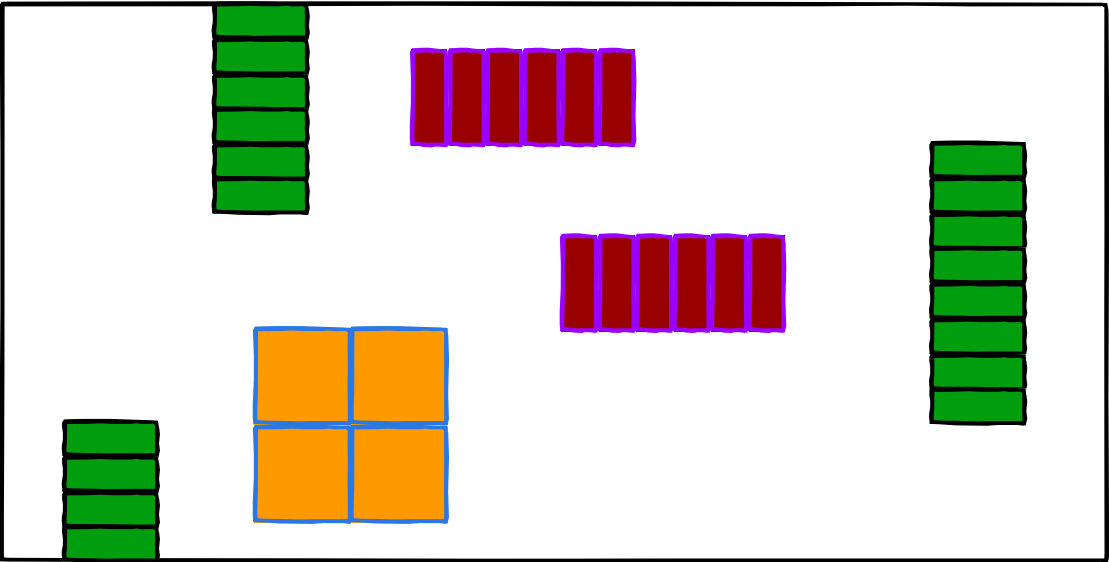
Example: createWall(300, 200, greenBrick)



4 Now create several walls as below:



5 Create a series of brick to become obstacle. This obstacle is an array which contains bricks. In addition to its previous properties, now those bricks also have position (coordinate x,y)



6. Create another variable which represent bird. The bird have properties (position x, position, y, speed, color, name, score). The bird can move from left to right.

