Concept

Two Modes: Live and Test Mode

Server

* Energy values change scene
  + Battery Level changes speed
  + Panel Power changes graphics
  + Panel Power changes render quality
    - Amount of energy expenditure for lights
  + Weather (guess)
* Active Server location changes bird

Sun

* Light and Color
* Time of day changes food supply

Bird - Intelligence

* Scrimping!
* Bird vision - head jerks to calibrate vision, technicolor

Bird agency

* Bird POV takeover
* Flies away if you touch or drag on screen
* Pecks Camera View
* Pecks to change Languages from English only (disrupts English as default)
* Pecks to change Location to Territory
* Bird camera POV is hard to do because people have different vision
* Bird camera POV hard to do because it would take more computational power