FlappyBird Lesson 2

* Review GameOver from Lesson 1
* Motion Variables
  + dy = 0
  + g = .4
  + SPEED\_BOOST
* Rotation angle – default 0 (West)
  + setRotation(320) = -40 degrees up
  + setRotation(40) = +40 degrees down
* Rotation Angles
  + Less than -8 = 300 degrees
  + Greater than equal -8 and less than -4 = 320 degrees
  + Greater than -4 and less than 4 = 0 degrees
  + Greater than equal to 4 and less than 8 = 40 degrees
  + Greater than 8 = 80 degrees