FlappyBird Lesson 4

* Remove Duplicate code
* Code order matters
  + move setLocation(getX(), (int)(getY() + dy)) and rotateFlappyBird() below pipe collision check
* Specifying paint order – FlappyBird is behind pipes
  + setPaintOrder(Flappy.class, GameOver.class, Pipe.class);
  + top to back
* Adding scoring system
  + Add score variable to world
  + Increase score when passed pipe
    - Update counter variable( counter % 100 == 0)
    - Add FIRST\_PIPE variable
    - Step1

if(counter == FIRST\_PIPE)

{

score++;

System.out.println(score);

}

* + Display score on console
  + Display score on object in world
* Adding countdown to begin game play