

Git Repo: <https://github.com/MHC-FA21-CS225/angryflappybird-cw>

NOTE: fields' descriptions are in the code, but not in the Docs... because I commented to the right of them / used `"/"` instead of `"/"` I think....

Project Checklist:

Required Features (Individual 'team' ⇒ some are Extra Credit)

✓	Bird: the bird is supposed to avoid all obstacles (including pipes, floors and pigs) while collecting as many eggs as possible. A player uses the button to control the bird's flight. There is a wing flap animation when the bird is flying.
✓	Pipe: appears in pairs every fixed amount of time. One life is taken from the bird when a collision with any pipe occurs. The bird bounces backward and drops immediately upon collision.
✓	Egg: appears randomly on the upward facing pipes and could be collected either by the pig or the bird. If a pig collects an egg, points were lost. If the bird collects an egg, different events will be triggered depending on the color of the egg. If a white egg is collected, points will be added. If a golden egg is collected, 6 seconds of autopilot mode will be triggered.
✓	Pig: drops randomly from downward facing pipes and could collect the egg right beneath it and lead to points lost if the egg is not collected by the bird first. The game is over and score is reset to 0 if the bird collides with a pig. The bird bounces backward and drops immediately upon collision
✓	Floor: the floor scrolls through the scene consistently during the game until a collision happens. The game is over and score is reset to 0 if the bird collides with the floor. The bird stops moving immediately upon collision
EC	Background: changes from night to day periodically.
✓	UI panel: there should be a button that controls the start of the game and the wing flap of the bird. In the meantime, a selector is designed for user to choose the difficulty levels (a minimum of three levels should be included). Finally, an icon with text description of the white egg, golden egg and the pig is required.
✓	Keep score and lives.

Extra Credit Features (Individual 'team' ⇒ some are Extra Credit)

✓	Background: changes from night to day periodically. Comment: Background changes between night and day every <code>"BACKGROUND_SHIFT_TIME"</code> number of animation timer 'handle' loop iterations.
✓	Sound effects for various events including getting through pipes, collecting eggs, autopiloting, and hitting an obstacle etc. Comment: Implements sounds - collision (w/ pig, pipe, or floor), death (gameover), flap (bird flying w/ button click), gameStart (start of game loop), and score (when a pipe set is passed w/o collision)