ChickCrossing Game

Game components

* Cars (done)
* Chicken (done)
* Worms (done)
* Landscape

Game Play

* Chick moves with arrows (done)
* Chick collides with car
* Chick eats worms (done)
* Win condition
* Lose condition

Future add-ons

* Add a scoreboard
* Make worms move (//do you want the speed to be adjustable?)
* After win, do something fun
* If it flies towards sky, do something
* Add a sound when you lose.
* Have worms pop up after one has been eaten
* • Make bird get fatter each time.

Technical skills

* ArrayLists
* For Loops
* Objects
* Collisions
* PImage
* Sound

General Game Mechanics

* Avoiding moving objects
* Running into moving objects
* Change direction from vertical to horizontal