BUGS List
- Menu -> Level 1: The level is not initialized correctly, animals not displayed, etc. DONE
- Clicking animals makes them disappear (Not put back into selection tray) DONE
- Level 1 -> Level 2: Same as above DONE
- Repeated goal sound on last animal DONE
- Animal hits windmill, doesn't stop but still flies (down)
- Animal can glitch and fly up (hard to reproduce)
- Animals bouncing on ground? Cow / chicken flying
- Ground sliding?

Test Plan for BETA
- Shoot the animals
- Hit the barn
- Hit the goal part of the barn
- Bounce off the windmill
- Animals are aligned with the canon
- Progress from start menu to level1
- Progress from level1 to level2
- Stamina bar follows camera when flying
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TODO
- Pig hitting windmill
- Pig + breakable wall
- Menu functions
- Lives with animals?