The idea I have for the final level is to have the bees/the player to begin at the right side of the screen and have a line of birds with a gap in it that the player will have to navigate their line of bees through. We can play with the speed of the lines of the birds and the size of the gap. It should be easy enough to implement with the current classes that have been developed for both the birds and the bees, we would just have to set the birds x speed and no speed in the y. I think that this should be just different enough to add something to the game, but not so different that we would have to invent a new game to do it. Here is an early UML of what we might need to make this boss level a reality. I don’t have any screenshots yet, but I hope it is easy enough to visualize

