



1. make the bee. bee.x & bee.y & bee.rotation (wings)
2. make the flower
3. make the bee fall. gravity & acceleration
4. make the bee fly when mouse click
 - it should be hard to fly if velocity is high.
 - the wings should flap and eyes close
5. obstacles:
 - 2 arrays: from right and left of the screen. they should get random x between outside of the screen and maybe 1000 on each side. they should get random y on the screen. (look at star-vedio for inspo)
 - they should move in opposite direction across screen
 - look like leaves
6. check distance to obstacles and detect collision
 - look up formula
 - if detected = stop game
7. check velocity and if high when bee.y == flower.y stop game. else win.
8. check energy left
 - if mouse is pressed = count down energy
 - if energy == 0 then end game.
 - display energy