



- ① make bird
- ② give bird gravity
- ③ make velocity (nonlinear), make flying possible w/ ⌂
- ④ make winning & losing detectable
- ⑤ make game modes (start, game, end)
  - ↳ make Startscreen appear first, change to gamescreen w/ S-key.
- ⑥ make win-endscreen show up in win,  
lose-endscreen show up in lose.
- ⑦ make it restartable.
- ⑧ add graphics.

additional if I have time

- add points to land for extra points?
- make bird graphic look like it's flying?