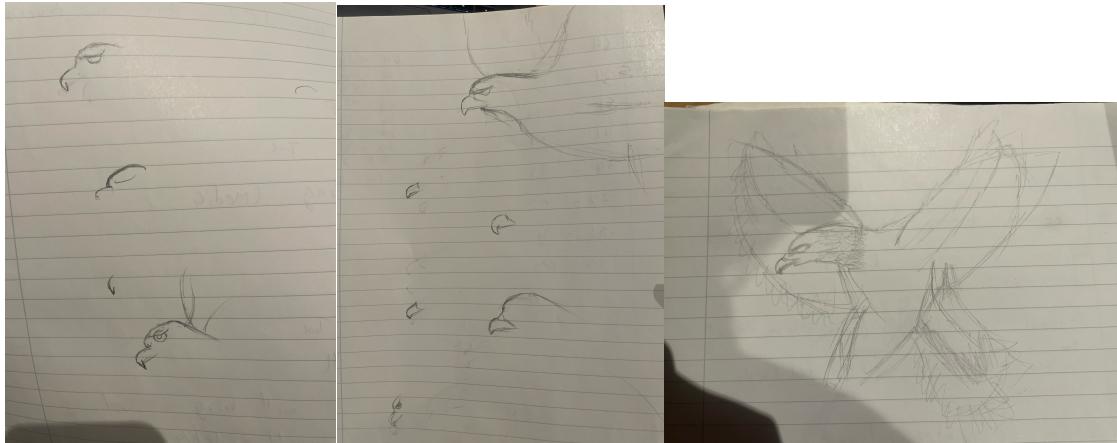
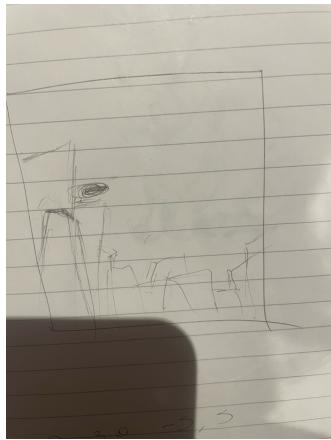


The first thing to be made is the character of the game, starting out by doing sketches of the eagle on a notebook, and after doing so coding it into the game.



Create the nest/landing platform

After doing that creating the canvas of a good size relative to the eagle, and creating the game background, on which's case was also based off sketches.



After this, create the different screens such as start screen, game screen, rules screen, win screen, and lose screen and set them as a function/state.

Do so the buttons are functional on these screens to move between them.

Create the boundaries on which if the character crashes into loses.

Create gravity

Make it so pressing keys "a" and "d" give speed to the character on the x axis

Make it so when pressing the spacebar lift the character upwards

Set the boundaries of the nest and the speed it should be for it to win when it lands on it, and if it is faster than that it causes it to lose.

Make it so when it loses the character it is sent back to the starting position and the acceleration is stopped while the game is not on the game screen.

Add details such as clouds.