My game

The beginning:

Since it's my first time coding, the way I plan to start my game is by researching how to start developing my game. What i'm most nervous about is the details of the code and how to implement things like text and a result screen.What I'm looking to do is a simple chicken falling down on a hay bale, with all the previous requirements of the assignment fulfilled as well.

Things to add:
- Chicken
- hay bel
- gravity
- acceleration
- deceleration
- loss screen
- victory condition not to easy
- Victory screen.
- A blue sky perhaps :)
- and then a start screen