1. [20pts] Draw a sequence diagram of the scenario when a game tick/frame occurs starting from the `tickHandler` self-call of `FlappyBirdBrowserView`

2. Feedback items
   a. How did you find the exercise in terms of enjoyment, ease, learning, usefulness, etc.?

      Honestly, I don't have much experience in Object-Oriented Programming, so this is a good learning experience for me.

   b. How long did it take you to finish each item?

      It took me an hour to understand the given code. Then, it took me an hour each to finish Collision Detection and Scoring.

   c. Did you try reading through `FlappyBirdBrowserView`? If so, list down notable learnings or pain points, if any (no need to explain in detail)

      As I did with the other classes, it took me a while to understand `FlappyBirdBrowserView,` especially for the tickHandler since I am new to OOP.

   d. How could this exercise be improved?

      By providing more demos and relevant examples to help us in the lab exercise.

3. State until which part of the exercise were you able to finish:
   a. Required item (Collision Detection, 80pts)
   b. Optional item (Scoring, +20pts)

      I finished both the required (Collision Detection) and optional item (Scoring).