Flamingos are the key element of the game.

They populate the mission that hrs to become more complex as the game grows and user progress in the game

A challenging experience has to be ensured to the user

To ensure that a significant set of type of flamingo as to be provided from the beginning some property could be identified to populate this first set , even if it's supposed to been enriched as the game grows and the list of properties could be personalized for different cluster of clients

Set of Properties

- **FlamingoNick** , a string name (as game purchaise, user could to give his/her name to the flamingo)

- **BeakColor** , triplet of int (RGB)

- **BackDecorationShare** ,  string providing the shape (star, circle, flag...)

- **BackDecorationColor**, triplet of int (RGB)

- **SuperPower** (speed , highlander , disappearing etc)

- **CatchValue** , (int) score associated