Inside the Asset folder-> Scenes->click SampleScene to load the game
The Game screen should be set to Full HD, and Maximize On Play should be turned on for a better experience.

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What all the objects on the screen are:

- Knight(AKA the player), run by pressing the left and right arrow buttons, jump by pressing the space key.

- taco: collide with it adds 1 to the score

- checkpoint: collide with it make you win

- moving platform

- traps, collide with it will lose the game and automatically restart.

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What their behavior is supposed to be
- The moving platform will keep moving between two points

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What the player's controls are
- Left arrow key
- Right arrow key
- Space bar

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How the player scores
- Collect as many tacos as you can.

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How the game ends, including win/lose conditions, if appropriate
- The game will end when the player reaches the checkpoint. The player should try to score as high as possible before reaching the checkpoint.

- The game will end early if the player collides with a trap.