1. Import necessary modules: sys, simpleGE, pygame, random

2. Define a class Coin inheriting from simpleGE.Sprite:

a. Initialize the Coin sprite:

i. Set the color of the sprite rectangle to blue

ii. Set the size of the sprite rectangle to 50x50

iii. Randomly initialize x and y coordinates within the screen boundaries

iv. Set minimum and maximum speeds for vertical movement

v. Call the reset method to initialize y coordinate and vertical speed

b. Define a reset method:

i. Reset the y coordinate to 10 (starting position)

ii. Randomly choose x coordinate within the screen boundaries

iii. Randomly choose vertical speed between minSpeed and maxSpeed

c. Define a method to check bounds:

i. Check if the bottom of the sprite exceeds the screen height

ii. If exceeded, call the reset method to reset the position

3. Define a class Mickey inheriting from simpleGE.Sprite:

a. Initialize the Mickey sprite:

i. Set the image of the sprite to Mickey\_Mouse.jpg

ii. Set the size of the sprite rectangle to 50x50

b. Define a process method:

i. Check for keyboard input:

- If 'a' key is pressed, move left by 10 units

- If 'd' key is pressed, move right by 10 units

- If 'w' key is pressed, move up by 10 units

- If 's' key is pressed, move down by 10 units

4. Define a class Game inheriting from simpleGE.Scene:

a. Initialize the scene:

i. Set the background image to sky.jpeg

ii. Set the caption of the window to "Game"

iii. Create instances of Mickey and Coin sprites

iv. Add the Mickey and Coin sprites to the scene's sprite list

v. Start the scene

5. Define a main function:

a. Create an instance of the Game class

b. Execute the game

6. Check if the script is being run directly:

- If so, call the main function