Player2

Params:

* Movement Speed

Player

Params:

* Movement Speed

UI Manager

Update:

* Read score from scorekeeper and update score text.

Collides

Read Score

Send pickup event

scoreKeeper

Params:

* Pints per pickup

State:

* Current Score

On pickup:

* Increase Score

Coin

On collider with player:

* Destroy this thing
* Send pickup event and score to scoreKeeper