

The main scene is `Assets/Scenes/SampleScene`.

It is flappy bird and **very hard**. My win rate: 10%

- What all the objects on screen are

1. Pipes
2. Player
3. Ground

- What their behavior is supposed to be

1. Pipes move up and down
2. Player will move right and can use space to jump
3. Ground stable

- What the player's controls are

space

- How the player scores

cross pipes

- How the game ends, including win/lose conditions, if appropriate

win: cross 7 pipes

lose: hit to ground or pipe

esc: restart the game