

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

- What all the objects on screen are

1. Coin
2. Player
3. Enemy

- What their behavior is supposed to be

1. Coin stable
2. Player up down left right move
3. Enemy move in 45°

- What the player's controls are

up down left right

- How the player scores

eat coins

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

win: get 10 coins

lose: being hit by enemy

esc: restart the game