The main scene is Asssets/Scenes/SampleScene.

o What all the objects on screen are

1. Coin
2. Player
3. Enemy

o What their behavior is supposed to be

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

o What the player’s controls are

up down left right  
o How the player scores

eat coins  
o How the game ends, including win/lose conditions, if appropriate

win: get 10 coins

lose: being hit by enemy

esc: restart the game