The main scene is Asssets/Scenes/SampleScene.

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

o What all the objects on screen are

1. Pipes
2. Player
3. Ground

o 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

o What the player’s controls are

space  
o How the player scores

cross pipes  
o How the game ends, including win/lose conditions, if appropriate

win: cross 7 pipes

lose: hit to ground or pipe

esc: restart the game