**Visible Game Objects:**

1. Duck (player)
2. Evil Duck (hazard)
3. Bubble (utility)
4. Yellow Coin (collectible)
5. Purple Coin (collectible)

**Object Behavior:**

1. The Duck’s elevation is manipulated by the player. It can collide with the Evil Duck, the Coins, and Water to trigger certain events. The speed at which the Duck travels will decrease as the game progresses.
2. The Evil Duck spawns at the edge of the screen at a random Y coordinate every 1.5 seconds, given it is not visible to the camera. This makes it so that if the 1.5 seconds have passed and the Evil Duck is still on screen, a reposition of game object will not trigger.
3. The Bubble is a child of the Duck game object so that it can match the Duck’s position. The Bubble can be activated by the player, while a collision with the Evil Duck and Water will cause the Bubble to be deactivated. The Bubble will deactivate on its own after 4 seconds.
4. Similarly to the Evil Duck, the Coins will be repositioned to a random Y coordinate once it has become invisible to the camera. Colliding with the Duck will cause an increase in score and a reposition in the Y coordinate.

**Player Controls:**

1. The player can change their elevation by dragging up or down on the screen with the mouse.
2. The player can activate a bubble shield by pressing the spacebar.

**Player Scoring:**

1. Collecting the Yellow Coin will increase the score by 1.
2. Collecting the Purple Coin will increase the score by 3.

**Game Termination:**

1. The game will self-terminate after a certain amount of time.
2. The game will end early if the player hits the Evil Duck or if the player hits the water.
3. The objective is to collect as many coins as possible before the game ends.