One button game: running slime

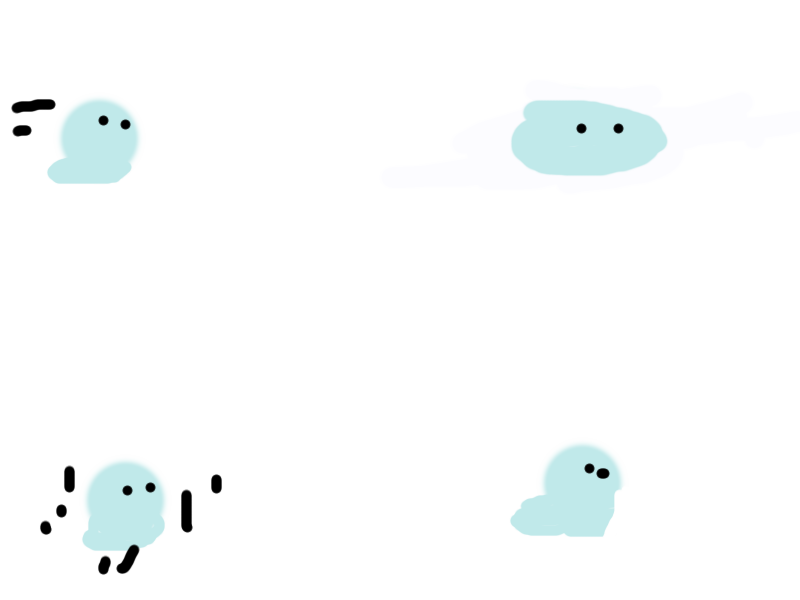
A slime ball is running to freedom on his way there he gets obstacles help him avoid them as he runs.

When button is pressed he jumps

When it’s not pressed he run

When released the movement is stopped and continues to run

When the button is pressed down for a while the character will continue to do its movement as well as his head being pressed down.

The goal of the game is to make I as far as possible every 10 seconds you gain 100 points your total points in the end is your overall score.

When pressed down he crouches

When not pressed

When the action is stopped it runs

When pressed/clicked it jumps