Movement & Players → Two Circles one red & one Green each use Raylib for movement + with the (W,A,D) Keys used for player one's up/jump, Left, and right movement and the (↑ arrow, ← arrow, and → arrow) used for up/jump, Left, and right movement

(movement had to be changed to Vector due to collision changes)

Coins added - they spawn and do nothing else → Coins fall into new place called Coin. CS

Score added for both players using an int score

The coins now work on a respawn timer. All set for merge