Strit Sct up anvironment Start timer Update HUD Shooting? Movement? Finds? Yes show end screen Stop

Movement It Button Proceed lif Ky pressed detected >) fired+ 20°0 wors Take unit vector forward of camera Labine of Labine of times Range of gum No XY Collision with XI Spawn Coin In duck's Yes duck? x-1 - Franslate in space world location Stop if picked Store ++ delay 10s (06/2WH1) destroy Coin