Score=0

Time=85

Countdown Start

Time=Time-1

Translate player

x=x-1

Translate player

x=x+1

Instantiate Arrow

Score=Score+10

GUIText=”You Win”

Display Score=Score\*10

GUIText=”Game Over”

Enable Restart Button

Press Button

Tap Opponent

Time=0

Hit Opponent

Score>=100

Press Restart Button

Yes

No

Right

Left

Yes

No

Yes

Yes

No

Yes

No

No