

In the beginning of the game it will have a start screen where I have a start or play button. When that button is clicked it will start the game. Then a horse and an apple will appear. The apple will have a function that will put it in different positions after the horse collects them. Then the player will try to collect as many of the apples as it can in 30 seconds. I would like to add a second player. Also every time that a player collects an apple it will have a score in

