Catch part 2 algorithm

**Diesel Class**:

Represents the horse sprite controlled by the player.

Initializes with an image, size, starting position, and movement speed.

Processes player input to move the horse left or right.

**LblScore Class**:

Represents a label displaying the player's score.

Initializes with the default text and position.

**LblTime Class**:

Represents a label displaying the remaining time.

Initializes with the default text and position.

**Game Class**:

Represents the main game scene.

Initializes the game environment, including background image, sound effects, number of coins (apples), and initial score and timer values.

Manages the game loop, updating sprite positions and checking for collisions.

Updates the score and time labels accordingly.

Ends the game when the timer reaches zero.

**Instructions Class**:

Represents the instructions scene displayed before the game starts.

Initializes with instructions text, buttons for starting or quitting the game, and a label to display the previous score.

Processes user input to start or quit the game.

**Main Function**:

Controls the flow of the game.

Initializes the game and instructions scenes.

Updates the score if the player chooses to play again.

Ends the game loop when the player chooses to quit.