Game2 Attributes: - view - gameTimer - health scoreManager mainPlayer - coins - enemies - score - currentLevel - shield Methods: Game2() - ~Game2() startGame() restartGame() checkCollisions() updateHUD() contains coin Attributes: - scene contains scoreManager Methods: coin() - checkCollisionWithPlayer() collectCoin() interacts with Enemy Attributes: - scene - type - speed setscore height - starting ending Methods: - Enemy() - checkCollisionWithPlayer() - move()