Your task is to use the assets provided "here" to create a Flappy Bird style game within Unity *V2018.4.4*. Within the asset pack you will find a character, glider, obstacles, background and character animations to support the project. You can package up and send the completed project back via github or google drive (whichever suits you). Please don't upload the Library and Temp folders, as it may cause the project to become too large to download.

We would like the completed project by {date and time}, we believe that should be enough time to put everything together and build to android.

If there are any questions regarding the project, feel free to ask and we will answer them as soon as possible.

Good luck,

Gavin