Destiny Eko

1. **Added obstacles:**
   * Include new challenges or barriers in the game to enhance difficulty or variety.
2. **UI (Easy, medium, hard):**
   * Design user interface elements for different difficulty levels to provide a clear and engaging experience for players.
3. **Update the alpha.**

**4. Look up online for assets.**

5. **Script = Repeat Background, move left:**

* Write a script to continuously loop the game background and make it move.

6. **Adding in assets/prefabs:**

7.**Configuring textures:**

8. **Setting the tags for obstacles:**

* + Assign identifying tags to obstacles, making it easier to manage and manipulate them in the game's code.

9. **Idea for the representation of shapes to mobs:**