

Intro to Unity  
More Practice!

# Lab Flappy Bird Basics

- Decide on a theme for your Flappy Bird game (I chose surfing)
- Include the following elements (note: this is not the whole game)
  - A static background (sky in the example)
  - Moving foreground (water in the example)
  - A character that moves vertically (me in the example)
  - Moving obstacles (sharks in the example)
    - Moves the same speed as the foreground
    - Recycles
    - Random locations
    - Make multiple