We are going to make a game like Flappy Bird in Unity. Can you describe all the steps that will be required to go from an empty project to a working copy of Flappy bird? Functionality should include:

1. The player avatar is a bird.
2. The player avatar is constantly flying.
3. Gravity is always acting on the player avatar pulling it down towards the ground.
4. The player can click with the mouse button to flap their wings to get some upward velocity.
5. Obstacles in the form of pipes move from right to left.
6. Pipes are constantly spawned with a gap at different heights that the player must fly through and avoid hitting.
7. The ground should move from right to left to give the illusion of the bird is flying from left to right.
8. When the player avatar hits one of the pipes the game is over, the screen shows the image of “game over”.
9. When the player hits the ground, the game is over, the screen shows the image of “game over”.
10. The player can click on a button called “Start” to restart the game when it is over.