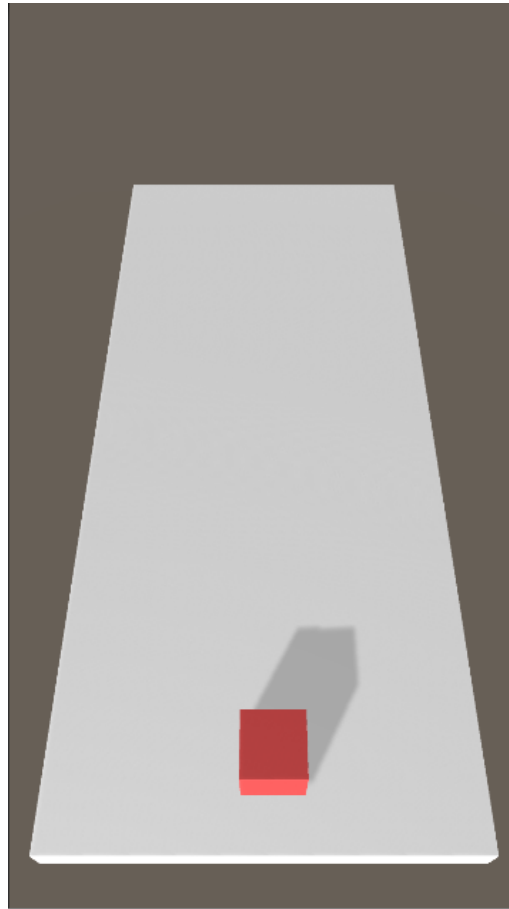Setup the scene as shown in the following reference image, it has two game objects, one is a stickman character (referred as **red cube** in scene) & other one is called **surface** on which the **character** resides. Please note the camera angle is tilted.

We are required to implement two functionalities

1. On holding the left mouse button on the **character** it should raise up to a certain height vertically (show raising up smooth animation) then we can move the mouse while holding the **character** so the **character** will follow it freely. We can drop the **character** to any location.

2. We can draw a line freely on the **surface** so that when we end drawing the line then the **character** should start following that line drawn path from start point to end point smoothly. For your reference <u>drawing & following mechanics</u> will be something like shown in the following game video link. **Park Master Game**

Please note we'll use 4 character animations used for different scenarios in both features, you can use any premade animations suitable & make sure to do smooth transition between animations

1) Idle animation when there is no interaction with the character
2) Running animation when character follows the drawn line path
3) Hanging animation while holding the character in air

4) Fall animation when we release the mouse button

Implement both mechanics in a **single scene** & take care of writing **well structured, extensible & clean code** as per OOP, prefer to build the project in **Unity 2019.4.x**. Once you done then **.zip** the project and sent to **theosastudio@gmail.com**