**Introduction:**

The demo of the game like JellyShift, In this game is about the player that appears on the screen, is the jelly like object and shape shift during passing the obstacle.

**Reason:**

The Reason to make this game is about to get how know about the casual game that dominate the game industry.

**Hurdles**:

The Main Hurdles is the Time Limit.

**Incomplete Task:**

The incomplete task is the score system and the progress bar.

I will complete it while learning some new feature and how to implement in the game. This Ongoing Project.

**Code**:

My code is well intended and have comments.

**Task# 2:**

1. Core Mechanic
2. Rigid Body Use.
3. Mouse Input.
4. Mathf.clamp method.
5. Lerp
6. Camera movement Follow the player.