Your task, should you choose to accept is to build an amazing Flappy Bird clone based on one of our little characters. We would like you to build the game using the provided assets. We encourage you to surprise us with a cool effect or treat.

The goals of this exercise:

- Get a feel for your code approach
- Get an understanding of your javascript skill level
- Get an understanding of your attention to detail
- Get an understanding of your creative innovation

Gameplay features / approach:

- Game created with Pixi.js (of course!)
- Playable of desktop & mobile (For now we'd go with Chrome / iOS / Chrome Android)
- OOP approach
- Intro screen with background and PLAY button
- Game starts with a 3,2,1,GO! countdown (Use Google font below)
- Random height columns (as per classic Flappy Bird)
- Score uses Google Font "Fredoka One"

- Background tile scrolls at slower speed to foreground (parallax) - We have provided a sprite sheet with all the world assets and a composite image of what the worl should look like.
- On collision, Pixie should 'fall' off screen nicely before a "GAME OVER" message appears
- PLAY button reappears and game system is reset and ready to go again

For us the big thing is just nice, robust code and general attention to detail. And of course bug free ;)

Just like if you were to work with us for real, feel free to ask any questions and we will be happy to help. We are all in it together!