Robo-runner game

We have decided Robo runner game which we are implementing in Unity3d game engine.

In this game following are Default characters

* Robo is Robot which is continuously running to gain points and save his life
* Brick are obstacle in this game that Robo need overcome to save his life.
* Spark is gain or plus points for Robo that strengthen its power.

In this game following is action that Robo can do

* Run
* Jump
* Walk