**Result Of Explore:**  I found the assets I need.

**To Do**

1. Add character and its animation.
2. Add enemy object and its animation.
3. Prepare the game scene.
4. Controll character’s actions with scripts.
5. Controll enemy’s actions with scripts.
6. Add GameController to controll some actions which happens between two objects.
7. Add UI and CharacterControll script.

I can finsih these tasks in a week with a relaxed mind.

**1- Change The Character’s Speed (Front):**

Go to Hierarchy > Karakter > Character.cs and change the Speed value.

**2- Change The Character’s Speed (Left And Right):**

Go to Hierarchy > Karakter > ControlScript.cs and change the Speed value.

**Assets > Resources folder is including game’s prefabs.**