A game for the iOS or Android mobile platform

Create the game according to the mechanics given below:

1. You need to add continuously falling box from random horizontal position on the top of the screen (falling box is highlighted with the red circle #1)
2. Every 5 seconds you need to increase falling box speed.
3. At the bottom of the screen you need to add a circle (bottom circle is highlighted with the red circle #2) with horizontal moving. Moving control will be managed by click on the left or right side of the screen. You need to do this without buttons (only by touch finger position).
4. If bottom circle (bottom circle is highlighted with the red circle #2) will be collided with falling box - you need to destroy bottom circle and ask to restart the game.
5. The app must be run in play mode Unity Editor 2019.4.x.x
6. The application must be built for Android or iOS platforms.
7. Choose any convenient way to implement the task.
8. You must provide the code as a link to the repository. (GitHub, Bitbucket, GitLab and etc.) Do not forget to add .gitignore file to your repo.