**Code**

**/\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*Bird\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*/**

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

using UnityEngine.SceneManagement;

public class Bird : MonoBehaviour

{

Vector3 \_initialPosition;

private bool \_birdWasLaunched;

private float \_timeSittingAround;

[SerializeField] private float \_launchPower=500;

private void Awake()

{

\_initialPosition = transform.position;

}

private void Update()

{

GetComponent<LineRenderer>().SetPosition(0, transform.position);

GetComponent<LineRenderer>().SetPosition(1, \_initialPosition);

if (\_birdWasLaunched &&

GetComponent<Rigidbody2D>().velocity.magnitude <= 0.1)

{

\_timeSittingAround += Time.deltaTime;

}

if (transform.position.y > 10 ||

transform.position.y < -10 ||

transform.position.x > 10 ||

transform.position.x < -10 ||

\_timeSittingAround > 3)

{

string currentSceneName = SceneManager.GetActiveScene().name;

SceneManager.LoadScene(currentSceneName);

}

}

private void OnMouseDown()

{

GetComponent<SpriteRenderer>().color = Color.red;

GetComponent<LineRenderer>().enabled = true;

}

private void OnMouseUp()

{

GetComponent<SpriteRenderer>().color = Color.white;

Vector2 directionToInitialPosition = \_initialPosition - transform.position;

GetComponent<Rigidbody2D>().AddForce(directionToInitialPosition \* \_launchPower);

GetComponent<Rigidbody2D>().gravityScale = 1;

\_birdWasLaunched = true;

GetComponent<LineRenderer>().enabled = false;

}

private void OnMouseDrag()

{

Vector3 newPosition = Camera.main.ScreenToWorldPoint(Input.mousePosition);

transform.position = new Vector3(newPosition.x , newPosition.y);

}

}

**/\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*Enemy\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*/**

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

public class Enemy : MonoBehaviour

{

[SerializeField] private GameObject \_cloudParticlePrefab;

private void OnCollisionEnter2D(Collision2D collision)

{

Bird bird = collision.collider.GetComponent<Bird>();

if (bird!=null)

{

Instantiate(\_cloudParticlePrefab, transform.position, Quaternion.identity);

Destroy(gameObject);

return;

}

Enemy enemy = collision.collider.GetComponent<Enemy>();

if(enemy!=null)

{

return;

}

if (collision.contacts[0].normal.y< -0.5)

{

Instantiate(\_cloudParticlePrefab, transform.position, Quaternion.identity);

Destroy(gameObject);

}

}

}

**/\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*Levels\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*/**

using System.Collections;

using System.Collections.Generic;

using UnityEngine;

using UnityEngine.SceneManagement;

public class LevelController : MonoBehaviour

{

private static int \_nextLevelIndex = 1;

private Enemy[] \_enemies;

private void OnEnable()

{

\_enemies = FindObjectsOfType<Enemy>();

}

void Update()

{

foreach(Enemy enemy in \_enemies)

{

if (enemy != null)

return;

}

Debug.Log("You killed all enemies");

\_nextLevelIndex++;

string nextLevelName = "Level" + \_nextLevelIndex;

SceneManager.LoadScene(nextLevelName);

}

}