Unity

* Objects
  + Background
    - Static
  + Ground
    - Static
    - Collider
  + Pipes- prefabs
    - Collider
    - Randomize
  + Faby
    - 1st : Get Faby in game and moving
      * Space to move
      * Collider
    - 2nd : animate
    - 3rd: Game accurate
  + Score Count
    - Need to actually count
* Scripting
  + Jumping/Falling
    - If space bar is pressed jump
    - Fall rate: gravity based?
  + The loop script
    - The side scroll script or movement of the scene
  + Randomize pipe script
  + Collider?
    - If thisObject hits pipe game over screne
  + Play again script
    - If play again button is pressed
  + Scene Switching
  + Checkpoint/life system
* Game Over Screen
  + Object
    - Game Over
    - Summary popup
      * Badge
    - Play Again button
    - Leaderboard button
      * Create an actual leaderboard if clicked on
* Extras:
  + Sound