score if more than 1000 will be 1,000 (shown in over@gmail.com)

have guest user

Have character selection screen
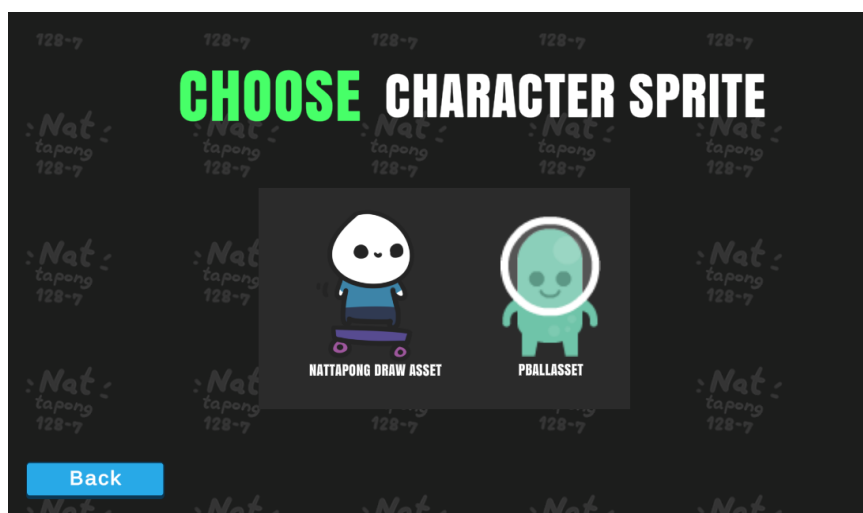
make player username in firebase update in maingame scene
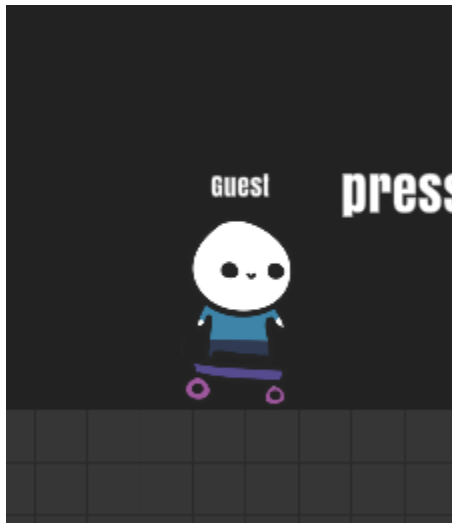
player can change their username in userdata after login screen

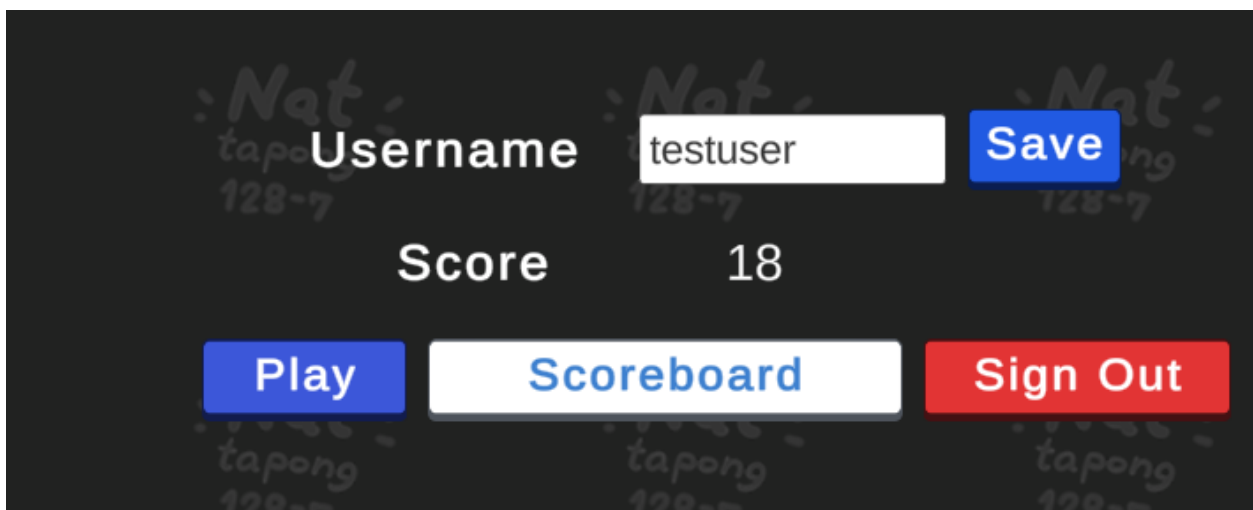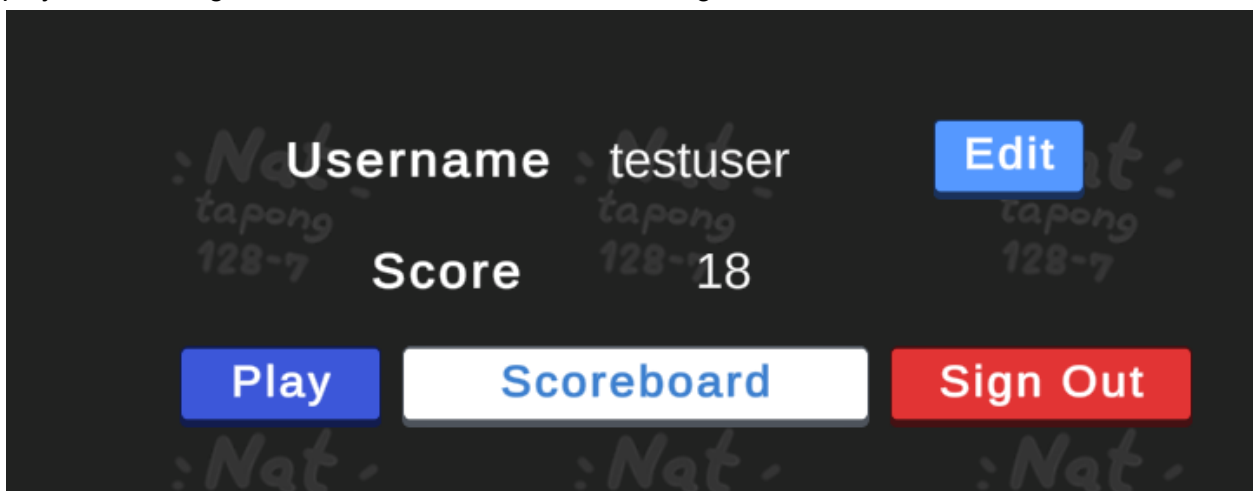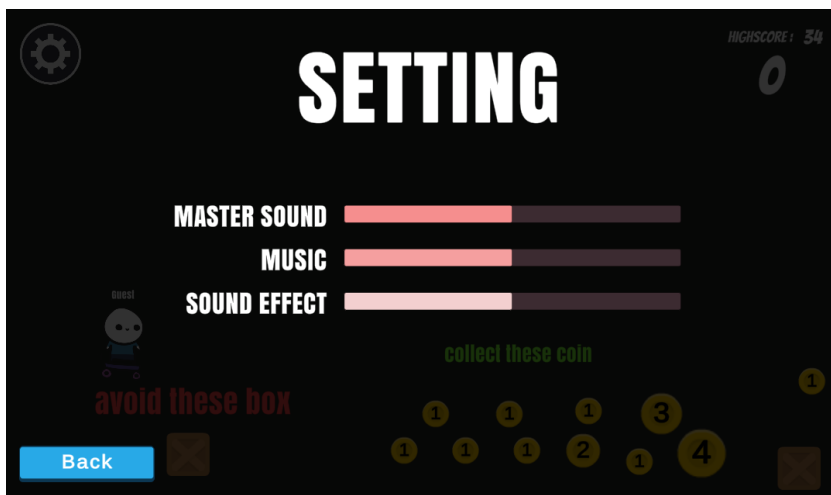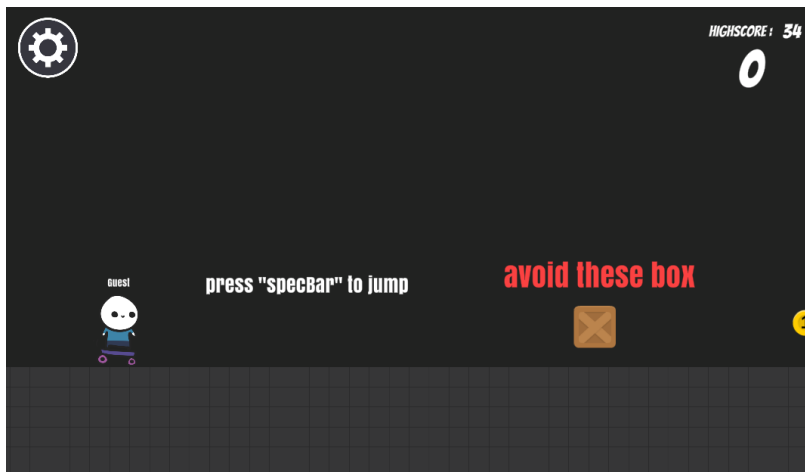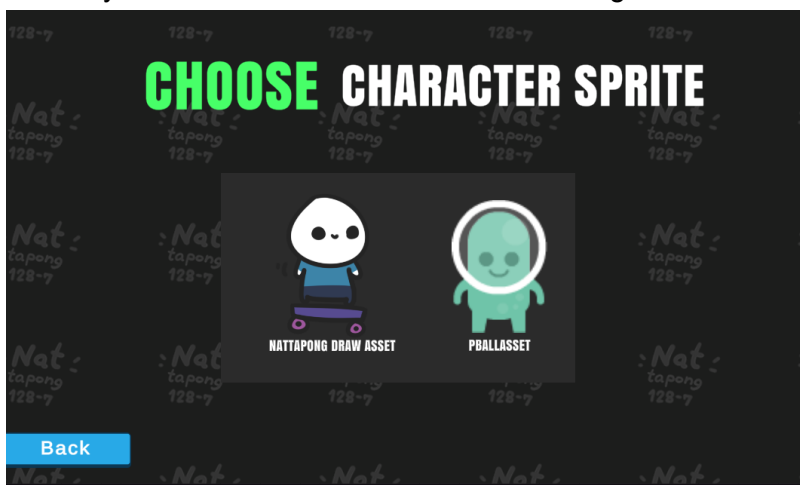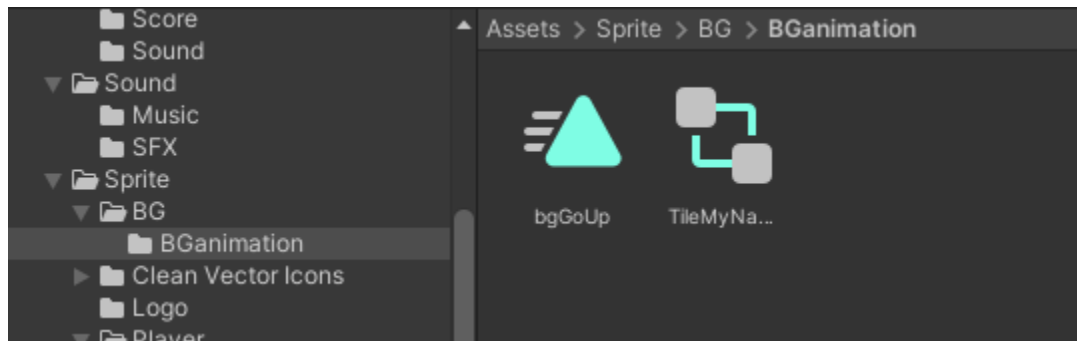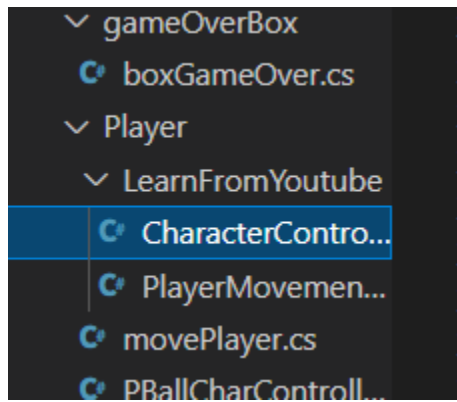implement sound system - Master/BG/SFX

add sound effect to all button and all event ingame
Have my own character to choose before start game.
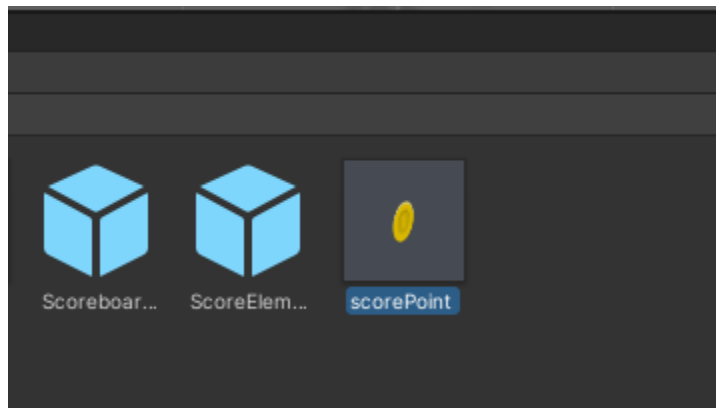
Add animation filled with my name to login screen

Add script that player cannot infinity jump

make score prefab so that it have text score that represent it's value and can have different score when players pick up.

have high score system

```
    }

    public void checkHighScore()
    {
        if (PlayerScore > PlayerPrefs.GetInt("HighScore", 0))
        {
            PlayerPrefs.SetInt("HighScore", PlayerScore);
            highScoreText.text = PlayerScore.ToString();
        }
    }
```