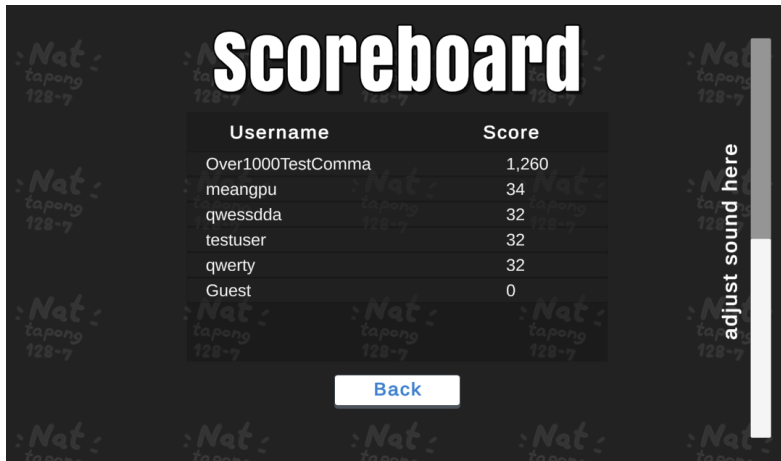


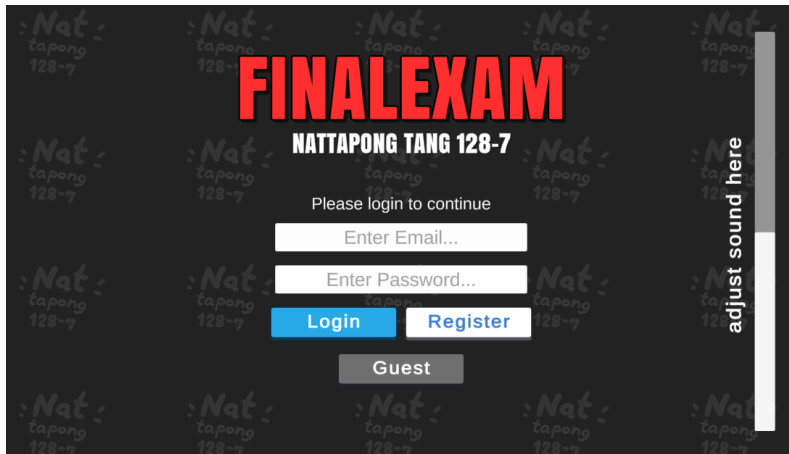
score if more than 1000 will be 1,000 (shown in over@gmail.com)



A screenshot of a game's scoreboard. The title "Scoreboard" is at the top in large white letters. Below it is a table with two columns: "Username" and "Score". The table lists several users and their scores. A "Back" button is at the bottom center. On the right side, there is a vertical volume slider and the text "adjust sound here" written vertically.

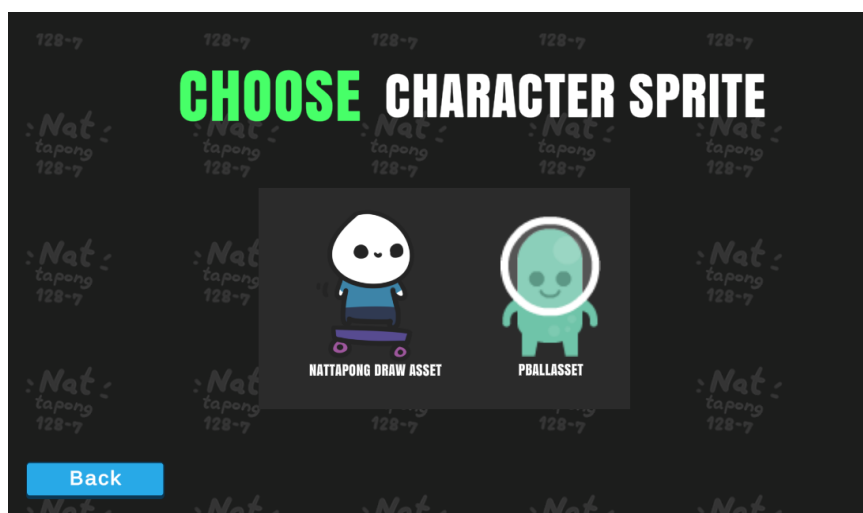
Username	Score
Over1000TestComma	1,260
meangpu	34
qwessdda	32
testuser	32
qwerty	32
Guest	0

have guest user

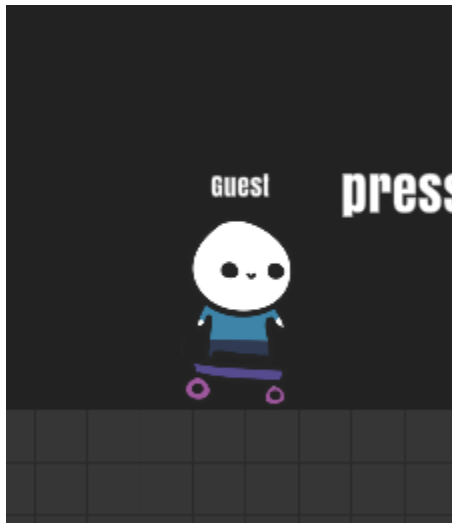


A screenshot of a login screen titled "FINALEXAM" in large red letters. Below the title is the text "NATTAPONG TANG 128-7". A message "Please login to continue" is displayed. There are two input fields: "Enter Email..." and "Enter Password...". Below these are three buttons: "Login" (blue), "Register" (white), and "Guest" (grey). On the right side, there is a vertical volume slider and the text "adjust sound here" written vertically.

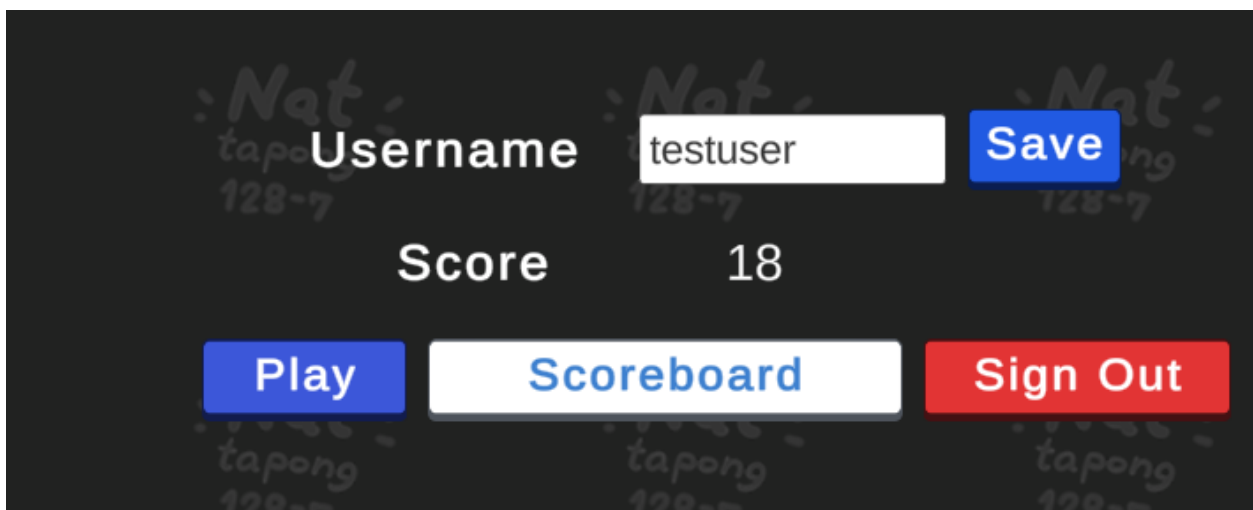
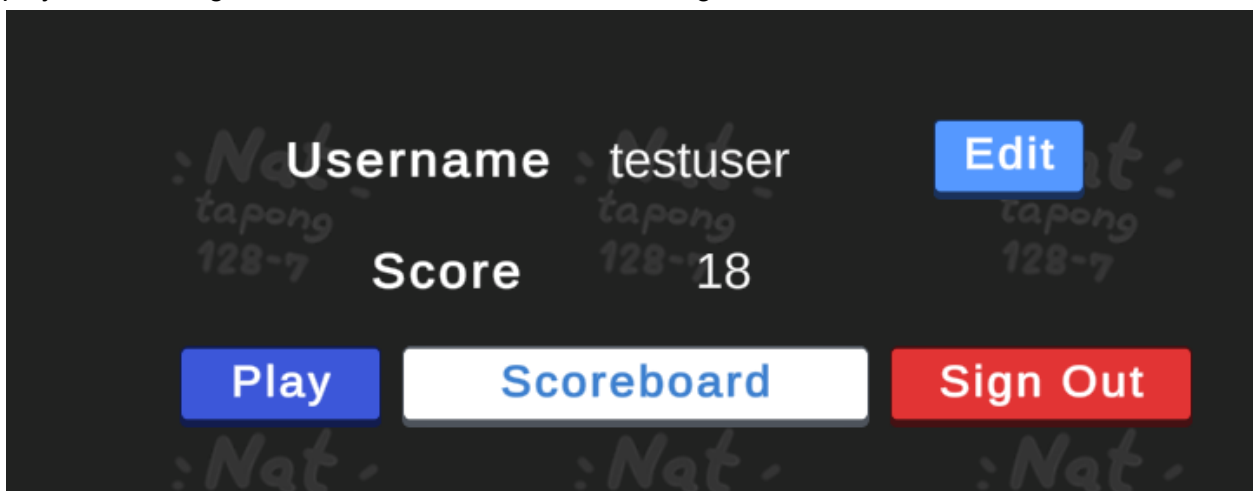
Have character selection screen



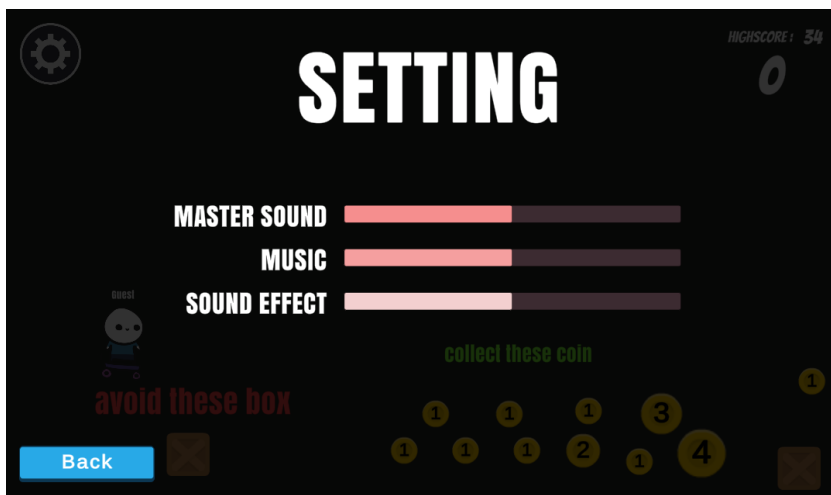
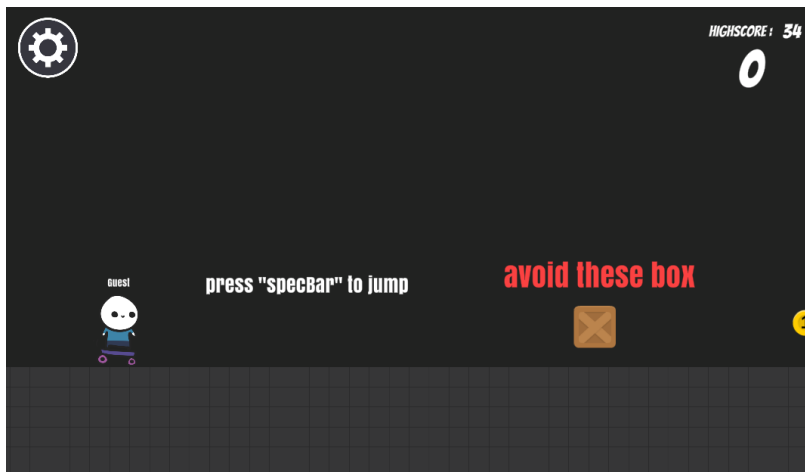
make player username in firebase update in maingame scene



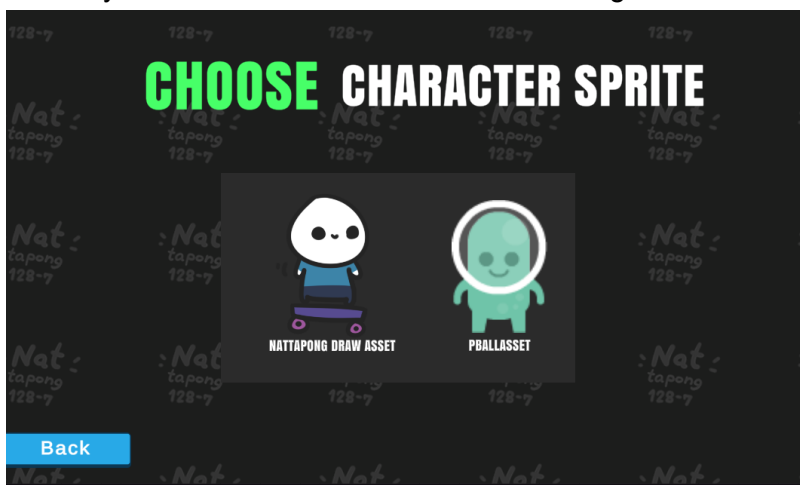
player can change their username in userdata after login screen



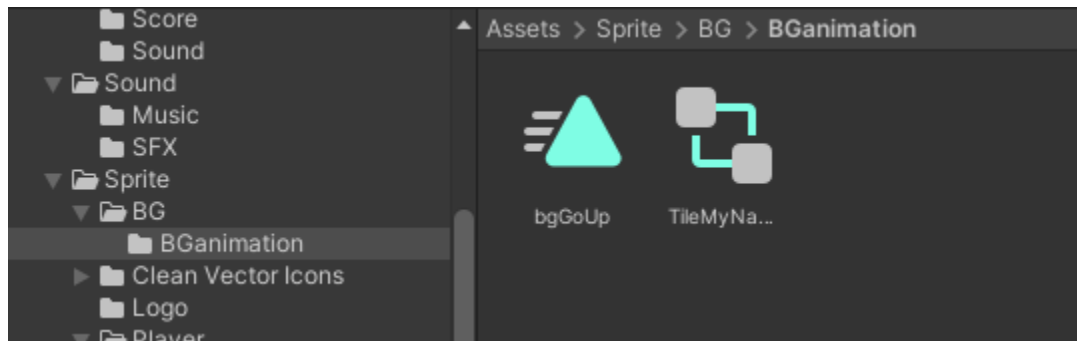
implement sound system - Master/BG/SFX



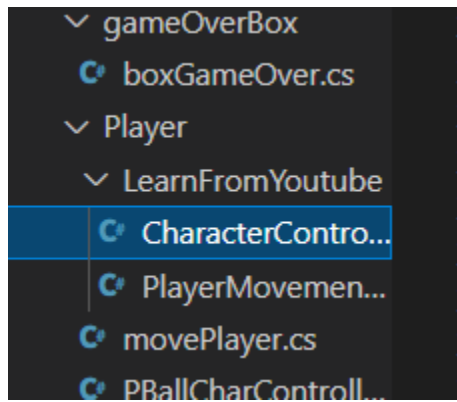
add sound effect to all button and all event ingame
Have my own character to choose before start game.



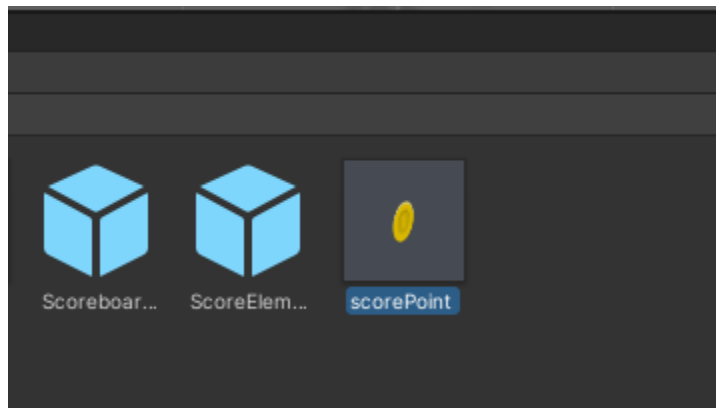
Add animation filled with my name to login screen



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();  
    }  
}
```