First, I downloaded the whole assets altogether from this link:  
<https://github.com/samuelcust/flappy-bird-assets>  
, so I may not use all of them. Then, I fitted the bg image and set it’s order layer to -1.

Then I added the ground image and set it as +1 in sorting layer. Also, I added its collider.

Now, I created the player collider and rigidbody, bcs we need physics for our player.

Now, I created script for player controller, set the bases for rigid body velocity and get input for jumping by pressing espace (key down so that he can’t press forever)

Then I added obstacles in the game, and used inheritance to make both the upper one and lower one under control. I also added a basic script to it to move it to the left as time goes on.

I also created an empty object “obstacle producer” with it’s script to create new obstacles over time.

Then, I made our obstacles prefab and assigned it to obstacle “go” of obstacle producer.

I also tuned the variables.

The rest is to set up play button, keep score and … by game controller script.