

Building a 2D Platformer Game

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Abstract: The project implements the design and development of a 2D Platformer game using the Unity engine. The author builds a flexible character control system (running, jumping), collision mechanics, and a basic AI system for enemies across levels. The game includes levels with increasing difficulty, integrates an item collection system, and a HUD displaying score and health to enhance interactivity. The development process follows continuous build testing to ensure stability and performance optimization on the PC platform.

Keywords: 2D game, Unity Engine, Platformer

References

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