Building a 2D Platformer Game

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Abstract: This topic focuses on designing and developing a 2D Platformer video game with the goal of providing a high-quality entertainment experience for users. The context of the topic stems from the current need to diversify game content on mobile platforms, while also meeting the increasingly stringent demands of the game market regarding visual quality and sound effects. Through a combination of theoretical research and experimentation, the topic will build a 2D Platformer game development system based on Unity technology. The expected outcome is the creation of a complete game with an appealing interface, smooth gameplay, and high interactivity, contributing to the diversity of the current game application store.

Keywords: 2D Platformer Game, Game Development, Unity