

Build a 2D platformer game

Do Tien Trong Bao

Abstract: This topic focuses on designing and developing a 2D platformer game with the goal of providing an engaging gaming experience for users. The context of the topic stems from the current need to diversify video game genres, especially in the indie game segment. Through theoretical research on game design and practical application implementation, the author has proposed an effective solution for building a graphical foundation and game logic suitable for the target audience. The expected outcome of the topic is to contribute to the field of game development and provide the gaming community with an additional entertaining option.

Keywords: 2D game, platformer, game design, electronic graphics, indie game