

Build the 2D action platformer game "Mon Hero" using Unity Engine.

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Abstract: This topic focuses on building a 2D action platformer game named Mon Hero, aiming to meet the diverse entertainment needs of users. Through theoretical research and experimental implementation on the Unity Engine platform, the main objective is to design and develop an effective game interface, character control system, and gameplay mechanics. The applied methods include analyzing modern game technology and testing with game scenarios to optimize the user experience. The results of this topic not only contribute to the development of programming and graphic design skills but also bring entertainment value, providing a foundation for research in the field of 2D games.

Keywords: 2D action game, Unity Engine, Game design, Character control, User experience