

Research and development of a 2D game platform with a multi-level system.

Lu Chin Duy

Abstract: In the context of increasing demands for high-quality entertainment content for children and individual users, this topic focuses on researching and developing a 2D platform game, aiming to explore and build a multi-level 2D platform game. The goal of this study is to design a 2D platform game system that is both educational and entertaining, meeting the needs of users of different ages. By combining theoretical research with practical development applications, an agile development method is adopted for iterative development, and the Unity engine is used to achieve cross-platform compatibility. The expected results will provide valuable experience for future game design and development, while promoting the advancement of related technologies.

Keywords: 2D game platform, educational entertainment game, multi-level system, Unity engine, cross-platform