

Build a 2D Platformer obstacle course game on the Web platform using Phaser.js with Procedural Level Generation.

Ha Ngoc Han

Abstract: In the increasingly popular context of mobile and online games, this topic aims to build a 2D Platformer obstacle-avoidance game on the Web platform. By utilizing Phaser.js technology, an automatic level generation system is implemented to create diverse and non-repetitive gameplay experiences. The research method combines video game theory with direct coding experimentation to ensure the product's effectiveness. The expected results contribute to improving game content quality and expanding creative possibilities in the field of game development.

Keywords: Phaser.js, Platformer, Procedural Level Generation, Game Development, Web Games