

Developing a 2D platformer game with Metroidvania elements of "world exploration" on the Unity platform.

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Abstract: This topic focuses on developing a 2D platformer video game with world exploration elements in the Metroidvania style, aiming to meet diverse entertainment needs within the gaming community. The objective of the topic is to build a gameplay system and complex interactive world environment on the Unity platform. The research method combines game design theory with direct experimentation to implement the application. Expected results from the topic include a unique 2D game product, providing an exploration experience for players while contributing to the diversity of the Metroidvania genre.

Keywords: video games, platformer, Metroidvania, Unity, world exploration