

Design and development of the 2D game "Cena Jum Jum" with reflex-based control mechanics and a difficulty scaling system on the Unity platform.

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Abstract: In the context of the increasing demand for entertainment through video games, this topic focuses on designing and developing a 2D game called "Cena Jum Jum". The objective of the research is to build an effective reflex control system and develop a flexible difficulty scaling mechanism on the Unity platform. Through a combination of theoretical research and experimentation, the topic aims to contribute to the video game technology industry by creating a fresh and challenging gaming experience.

Keywords: 2D game, reflex control mechanism, difficulty scaling system, Unity