

Build the 2D game "Knight's Ascent" with a force-charging jump mechanic on the Unity Engine platform.

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Abstract: This topic focuses on building the 2D game 'Knight's Ascent' to address the growing demand for digital entertainment content. The goal is to develop an efficient charge-jump mechanic simulation system on the Unity Engine platform, through a combination of theoretical research and experimentation. The applied methods include game design based on physics principles and testing the charge-jump feature through trial versions. The expected outcome of this topic is an engaging 2D game that can be applied in education and entertainment, while also contributing to the development of students' game programming skills.

Keywords: 2D game, Unity Engine, charge jump mechanic, game design, feature testing