

Build the game "Hero's Journey" – a 2D Platformer adventure game on the GameMaker Studio 2 platform.

Dinh Thi Huyen Trang

Abstract: This topic focuses on building a 2D Platformer adventure video game titled 'Hero's Journey' based on the GameMaker Studio 2 platform. The context of the topic stems from the need to diversify game genres and provide an enjoyable experience for users. The objective of the research is to design and implement a game system with appealing features and interfaces, while ensuring optimal gameplay quality. Throughout the development process, the topic applies a combination of theoretical research and experimental methods to achieve the set goals. The significance of the topic lies in its new contribution to the video game technology industry and the creation of a valuable entertainment product.

Keywords: Video games, GameMaker Studio 2, Platformer, Game development, Adventure