

Build a 2D platformer game

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Abstract: This topic focuses on building a 2D platformer video game as part of a graduation project. The context of the topic is defined by the increasingly strong development of the video game industry and the demand for new, creative titles. The objective is to design, program, and test a 2D platformer game with a unique gameplay system. The research method combines theory and practice through analyzing existing game models, designing the play interface, and implementing the application. This project is expected to provide the gaming community with creative products, contributing to the diversity of the 2D platformer genre.

Keywords: video game, 2D platformer, game design, game programming, graduation project