

Building a 2D Jump Away Game

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Abstract: This topic focuses on building a simple 2D game called Jump Away, meeting the needs of entertainment and learning in practice. The project's goal is to develop an interactive video game system that engages players through flexible jumping mechanics and diverse environments. The research process includes studying game design principles, 2D programming techniques, and applying them in practice to create a test game. The method combines reviewing modern game design patterns with implementing the application in a common development environment. The topic is expected to contribute to the field of video games, providing a basic foundation for in-depth research on 2D games.

Keywords: 2D game, Video game, Game development, Jumping, Graduation project