**Option1 (Pixel Adventure 1)**: <https://assetstore.unity.com/packages/2d/characters/pixel-adventure-1-155360>

**Option2 (Sunny Land)**: <https://assetstore.unity.com/packages/2d/characters/sunny-land-103349>

**Option3 (Pixel Art Platformer):**

<https://assetstore.unity.com/packages/2d/environments/2d-pixel-art-platformer-biome-plains-255002>

Unity Project Name: **ClassCode\_StudentCode\_StudentName**

*(ClassCode: NET1716, NET1709)*

Lab 01

* Sprite, GameObject, Tilemap, Movement, Collision

Lab 02

* Animation, Animator
* UI/UI Toolkit

Group Project

* Simple game with Unity 2D + Document.
  + At least 2 Levels (2 Scenes)
  + UI/UI Toolkit
  + Animation

* References:

<https://unity.com/2d-solution-guide>

<https://learn.unity.com/project/2d-ufo-tutorial>

<https://learn.unity.com/project/2d-roguelike-tutorial>