







A simple 2D platformer game

Gameplay: The player avoids obstacles and enemies on the way and moves toward the destination. The game ends when the player dies or reaches the destination marked by the flag.

Change the display settings for the Game window in Unity to **WXGA resolution (1366x768)** before testing the game.

	<p>Player</p> <ul style="list-style-type: none">• The player can move left, right, and jump (No mid-air jump).• Player control:<ul style="list-style-type: none">◦ Move left and right using the left and right arrow keys◦ Jump by pressing the space key• The player scores 10 points when collecting a coin and scores 100 points when reaches the destination.
	<p>Enemy</p> <ul style="list-style-type: none">• Enemy moves left and right along a predefined route. When the player character touches the enemy, the player dies and loses the game.
	<p>Obstacles</p> <ul style="list-style-type: none">• The player must jump over the obstacles to avoid death and game loss.
	<p>Flag</p> <ul style="list-style-type: none">• The player wins when reaches the flag at the destination.• The score increases by 100 when reached.
	<p>Platform</p> <ul style="list-style-type: none">• The player can only stand on platforms. If the player falls from the platform and goes out of the screen, the player dies.
	<p>Coin</p> <ul style="list-style-type: none">• The player can collect coins for fun. Coin collection doesn't influence the win or loss of the game.• The score increases by 10 when collecting a coin.