The name of my game is “*Coin Escape”.* It’s a very simple game in which you control the character and have them grab the two coins and reach the finish line before time runs out. The controls are very straightforward. Use the “W” key to jump, “A” and “D” to move left and right, and “S” to fast fall. My game meets every requirement that was asked. In the basic requirements, the game is made in Unity 2D, is single-player, is playable with keyboard, takes no longer than ten seconds (timer is set to twelve for the starting audio), has a clear goal and win/loss state, has a two second state at the end indicating whether the player won or lost, and it is not a clone. My game also meets all of the audio requirements. The game has background music, a starting audio indicating what to do, two sound effects for the end states, and a sound effect whenever a coin is collected. And lastly, my game meets all the visual requirements. It has a light blue background, a handmade sprite for both the character and the tilemaps, a particle effect at the finish line, a UI in the top left of the screen displaying the player’s score and a timer indicating how much time they have left, and a UI in the top right displaying the controls at all times. And as a bonus, I created animations for both the running state and the jumping state that play correctly and at the right times.