**SUPER PIRATE**

Name: Devendra Lodhi

Email: [devendralodhi192@gmail.com](mailto:devendralodhi192@gmail.com)

Under The Guidance of

Prof. Diksha Tatatvat

**Abstract:**

A **platform game** (often simplified as **platformer** and sometimes called a **jump 'n' run game**) is a sub-genre of [action video games](https://en.wikipedia.org/wiki/Action_game) in which the core objective is to move the [player character](https://en.wikipedia.org/wiki/Player_character) between points in an environment. Platform games are characterized by levels that require [jumping](https://en.wikipedia.org/wiki/Jumping) and [climbing](https://en.wikipedia.org/wiki/Climbing) to traverse. Other [acrobatic](https://en.wikipedia.org/wiki/Acrobatics) maneuvers may factor into the gameplay, such as swinging from grappling hooks, jumping off walls, air dashing, gliding through the air, being shot from [cannons](https://en.wikipedia.org/wiki/Cannon), using [jet packs](https://en.wikipedia.org/wiki/Jet_packs), or bouncing from springboards or trampolines. Games where jumping is automated completely, such as 3D.

A platform game requires the player to maneuver their character across platforms to reach a goal while confronting enemies and avoiding obstacles along the way. These games are either presented from the side view, using two-dimensional movement, or in 3D with the camera placed either behind the main character or in [isometric perspective](https://en.wikipedia.org/wiki/Isometric_video_game_graphics). Typical platforming gameplay tends to be very dynamic and challenges a player's reflexes, timing, and dexterity with controls.