2D game

This is 2d game I added player with basic shape square, for enemy I added triangle, for coins I added circle. For background I added tiles from taken asset store.

In script I added movement, jump, for player, to destroy coins, reload scene manager if enemy collide, Added score text,

In game I didn’t add some mechanics but I know About UI, Audio, Animation.

Unity topics I want:

• Coroutines, quaternion

• Invoke, invoke repeating

• Classes and objects

• List and structures

• Mathf functions

• Game manager

• Oops concepts

• Camera controls

• Advance physics

• Optimization and rendering output

• Inventory management

• Vector function

• Different types of movement

• I tween

• Advance enemy ai follow options

• Unity intermediate functions

• Unity basic to advanced only programming

• I enumerator

• Inheritance, Polymorphism, and Encapsulation

• Base and derived classes

• Overriding and overloading methods

• Interfaces and abstract classes

• Exception Handling

• Try-catch-finally blocks

• Custom exceptions

• Delegates and Events

• Creating and using delegates

• Event handling in C#

• Unity-Specific C# Scripting

• Mono Behaviour Class

• Unity's scripting lifecycle (Awake, Start, Update, Fixed Update, Late Update)

• Managing Mono Behaviour components

• Coroutines

• Using I Enumerator and coroutines for asynchronous tasks

• Input Handling

• Keyboard and mouse input

• Touch input for mobile devices

• Transform Operations

• Position, rotation, and scaling of GameObjects

• Parenting and unparenting objects

• Physics and Collisions

• Handling Rigid bodies and Colliders

• Collision detection and response

• Ray casting for object interaction

• Scripting Animations

• Controlling animations through scripts

• Animation events and transitions

• UI Scripting

• Managing UI elements (Buttons, Text, Sliders) through scripts

• Responding to user input in the UI