

# Police Chase 2D Platform Game

**Completed:** March 2024 | **Language:** Python

Created a 2D graphic platform game in which the player is a police officer who is chasing a criminal. The player controls their character using the arrow keys and space bar to run, shoot, and jump whilst avoiding taxis and enemy fire. The game features multiple levels of difficulty, health bars for both characters, and a scoring system to track performance.

Key features:

- Difficult levels that adjust the number of obstacles
- Background music to enhance game immersion
- Health bars for both player and criminal
- Menu screen and game over screen with options to quit or replay
- Scoring system for performance tracking
- Scrolling background

If you'd like to see my full project documentation, please click the link below...

[Project Write-Up](#)

