Name - Gaurav Biyani

Roll No. - 17ESKCS723

Topic - 2D Platformer Game

I am creating a simple 2D platformer game using the Godot Game Development Engine which consists of several functionalities to create a two dimensional or three dimensional game. It uses GDScript as a programming language to create games, it also has an animation facility to develop your own animation of different kinds of sprites.

The game includes simple movement of player (forward, backward, jump), enemies (which can kill player and also can be killed by player if player jumps on them), gems (player can collect gems), to complete the level you need to collect all the gems in that level.