

ASSIGNMENT

1. Improve and complete your project itch.io store page accordingly to the guideline presented on the lecture.
2. **EACH** and **EVERY MEMBER** have to **SHARE** their store page link on their personal twitter (preferred) or facebook account by using English or *Bahasa Indonesia Indonesia* while introducing the game (e.g. game description).
3. They also have to add hashtag as follows **#BINUSGAT #GAT #2DGPBINUSGAT**
4. As the assignment, you have to submit a screenshot as proof of your social media sharing activity (your social media name need to be shown in the screenshot). Please make sure that your itch.io store page looks interesting.

EXAMPLE

Cobain ya, ini ada game dari sekelompok mahasiswa [#BINUSGAT](#).
Gamenya itu platformer, 2D dan banyak fokus di gerakan vertikal, dan
combo menyerang musuh. Kasi review, dan share kl seneng ya 😊

Trailer: <https://youtu.be/FZbrnVI-fRg>

Game: <https://barablazer.itch.io/scholar-uprising>



YOUTUBE.COM

Scholar Uprising Trailer - YouTube

Game: <https://barablazer.itch.io/scholar-uprising> This game features a sho...

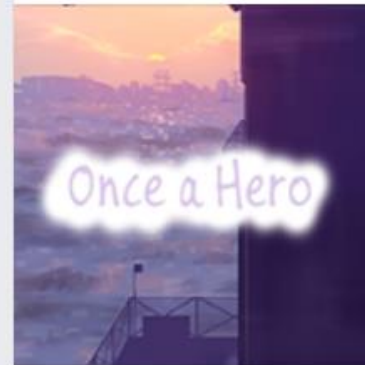
Hello there, everyone.

This is actually part of my group's assignment (of Binus University, nonetheless), so I have to post it here. Anyway, here's the thing. Our group is creating a video game called "Once A Hero," a classic run n gun 2D platformer.

It is playable with 3 stages, but we do have plans to continue to update it. It's also freeware, so you can try it out by the following link.

<https://lawvia.itch.io/oncehero>

[#binusGAT](#) [#binus](#) [#GAT](#)



LAWVIA.ITCH.IO

Once a Hero by lawvia

optional