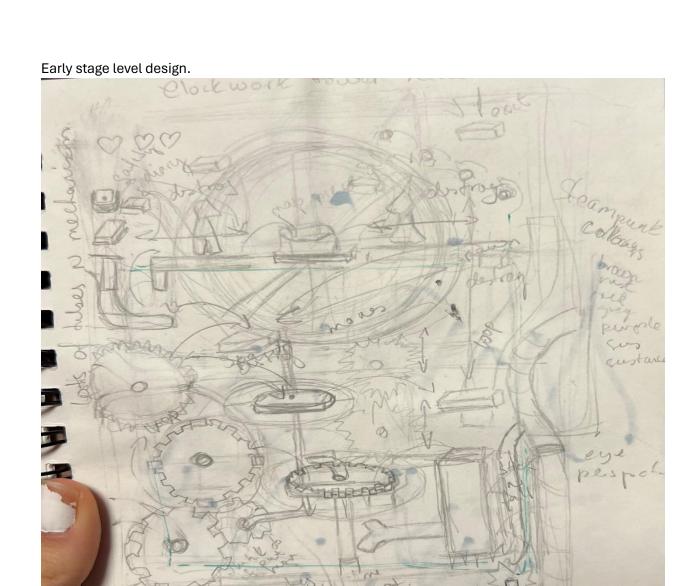Process Work:

-The game is a platformer.

- It has a player object with a Ridgidbody2D, a Box Collider2D, an Animator components and a collision detection (OnCollisionEnter2D, OnTriggerEnter2D) and player movement (Input.GetAxis) scripts.

- The level was created by the use of tiles scaling Y negatively with a tile collider.

- The main camera has a script to follow the player.

- Some enemies can be found on the map which have a patrol script, and a collider.

- Some obstacles can be found on the map which have a trigger.

Problems:

-   For the player to jump just once I created a Boolean to detect if is colliding with an object with the tag "tile" the only problem is that it lets you apply force if you are touching it does not matter how, if the head of the character touches the tile still can be able to jump. To fix in the future.

Drawings:

Early stage level design.