## **Project Description: Archer (2D Game)**

Developed a 2D game called "Archer" using the Unity game engine and C# programming language.

## Key Features:

- 1. Includes four different maps
- 2. Adjustable sound and music volume
- 3. Intelligent enemy AI (attacking, dealing damage, following the player within a defined range)
- 4. Save game progress after each level completion
- 5. Adjustable camera distance in settings