



BUILD THE 2D GAME: THE PUPPET'S REVENGE

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INTRODUCTION

The game is a combination of two character styles: Ragdoll and Stickman. The character controlled by the player will have the ability to move, attack and swing, creating swaying movements like puppets, creating fun for the game. The game has 2 ways to play, one is multiple players confront each other, the other is one player explores the Map and fights the computer. The game promises to bring entertaining moments to players.



Some images of the game

Targets

- Create a game product that is both fun and competitive.
- Using the Unity engine to create a game that is optimized, smooth, fun sound and eye-catching graphics.
- Diverse gameplay, maps, weapons, bosses for players to choose from.

Tools

- The game is built using Unity.
- In addition, the game also uses a number of other Unity support tools such as Input System, Cinemachine, to increase the performance and smoothness of the game.

Feature

- The character is a puppet controlled by the player.
- The character can move, aim, swing and attack opponents
- There are 2 game modes to experience, against humans and against the computer
- There is a reward system and a shop to upgrade weapons

CONCLUDE

I have succeeded in building a fun fighting game. The game has a reward system and a store to upgrade weapons, with a diverse gameplay and map system. And the game was able to allow 3 players to fight each other. In addition, the game also has a single-player screen system with 3 different maps with 3 Bosses with different fighting styles for players to explore.