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Android 2D Game and LibGDX Framework

# Abstract

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# Introduction

This project is a platform-type game for the Android system. This game uses the player to control the character. Different maps have different styles of experience and difficulty. On the way to pass the level, the game character needs to collect gems to get more Strong ability, choose the right route and defeat the ultimate boss to complete the level and win.

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# Project Management

## Project Plan

## Team members responsibilities

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## Developments lifecycle methodology

# Bibliography