My game is called Stick Jump, and I was inspired by games such as Doodle Jump on mobile where you jump from platform to platform to get a higher score because I am a huge fan of parkour games, 2D and 3D alike. Also, I was inspired by one of my favorite games ever, Marble Blast, which is a 3D platformer where you roll and jump a ball through many levels to try and get to the finish in a certain amount of time. To play, you use the A key on your keyboard to move left, the D key to move right, and the space bar to jump. There is a timer in the bottom left that makes you go to a lose screen if it gets to 0 and it also has a jump counter that shows you how many times you have jumped not just how many times you have pressed spacebar. This game meets the basic requirements because it was created in Unity 2D, is singleplayer, is playable with a mouse and keyboard (I don’t know if you can use a touchpad mouse so I would recommend a standard mouse and keyboard), takes 10 seconds to complete, tells the player what to do before it starts, has a clear win/loss state, and is not a clone of a basic unity tutorial game. It meets the audio requirements because it has background music during gameplay, it has a sound effect that plays when you first load up to the main menu screen where it tells you what the goal of the game is, has 2 different sound effects for winning and losing on their respective scenes, and it has a significant sound effect during gameplay (jump sound). It meets the visual requirements because it has a background during gameplay and during the menu and win/loss screens, has a sprite for the player that I created myself, has a 2D particle effect on the win screen, and has UI that indicates a timer and a jump counter.