9.81

What is 9.81?

9.81 is a 2D action platformer developed at Northeastern University by students of the GAME 3700 course. The core aim of the game was to have one central combat mechanic, that being gravity manipulation. *9.81* was created developed in Unity using the Universal Render Pipeline.

How do I run 9.81?

This repository contains the Unity project for the game, and therefore must be run using the engine. If you'd like to run an external build, please see the RUNME.adoc file.

Credits

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