# Lab 6: Make 2d Game

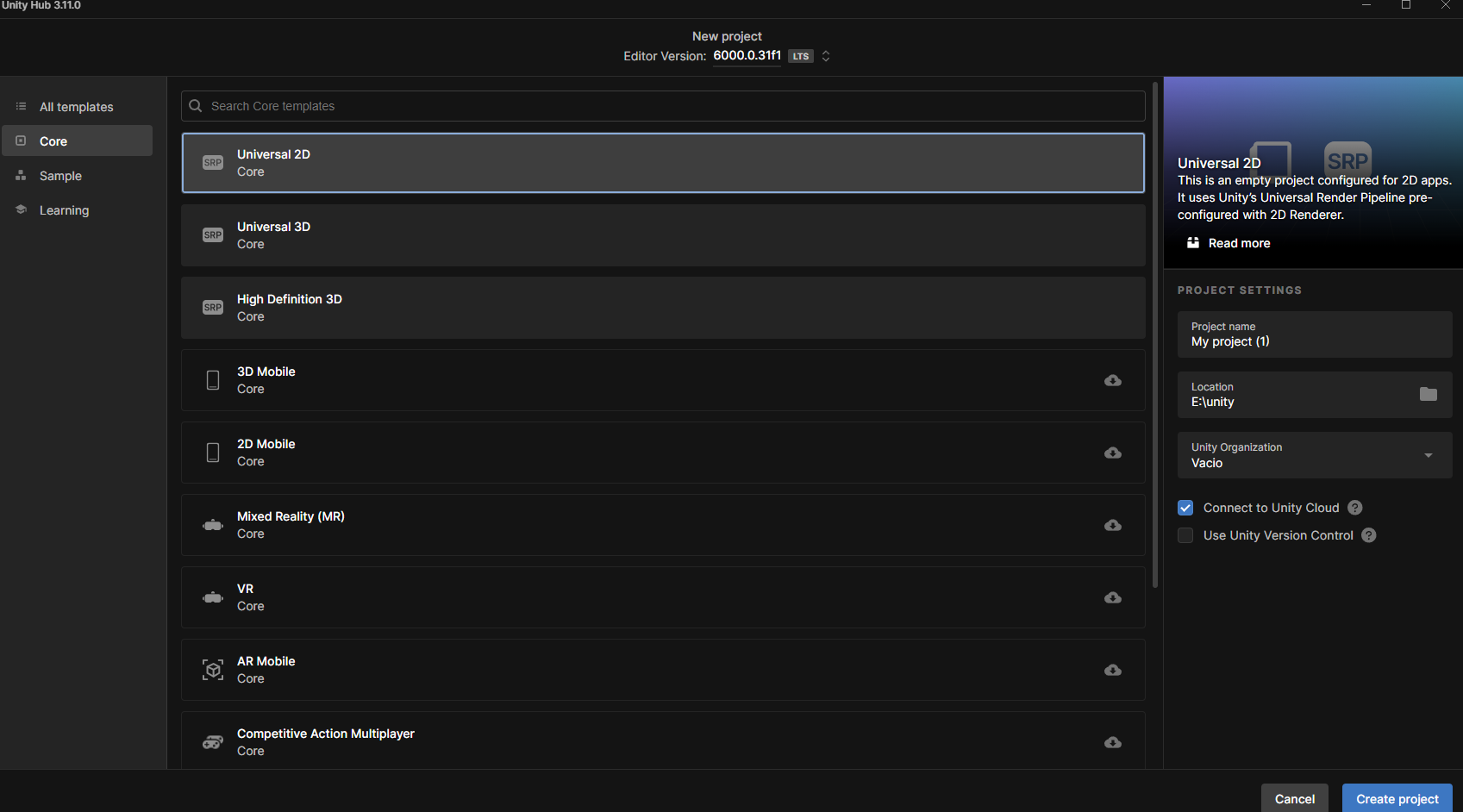
Harshaditya Sharma

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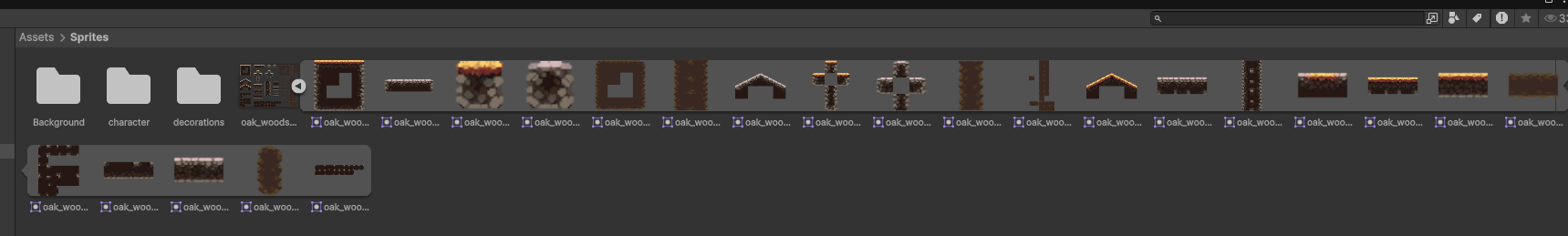
Gameplay in this video

https://drive.google.com/file/d/1z17XDv\_B0fFQ7x7UTHDQ538Hxp9YkTLB/view?usp=sharing

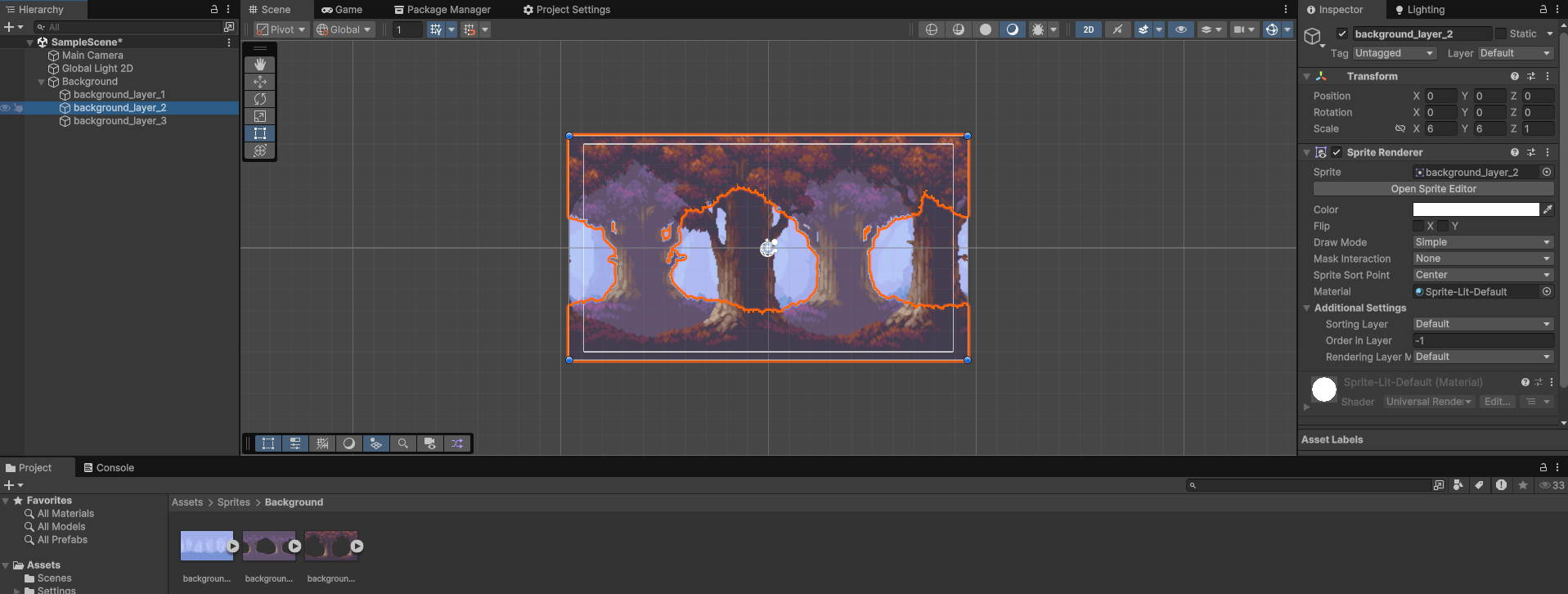
1. Create a new 2d project



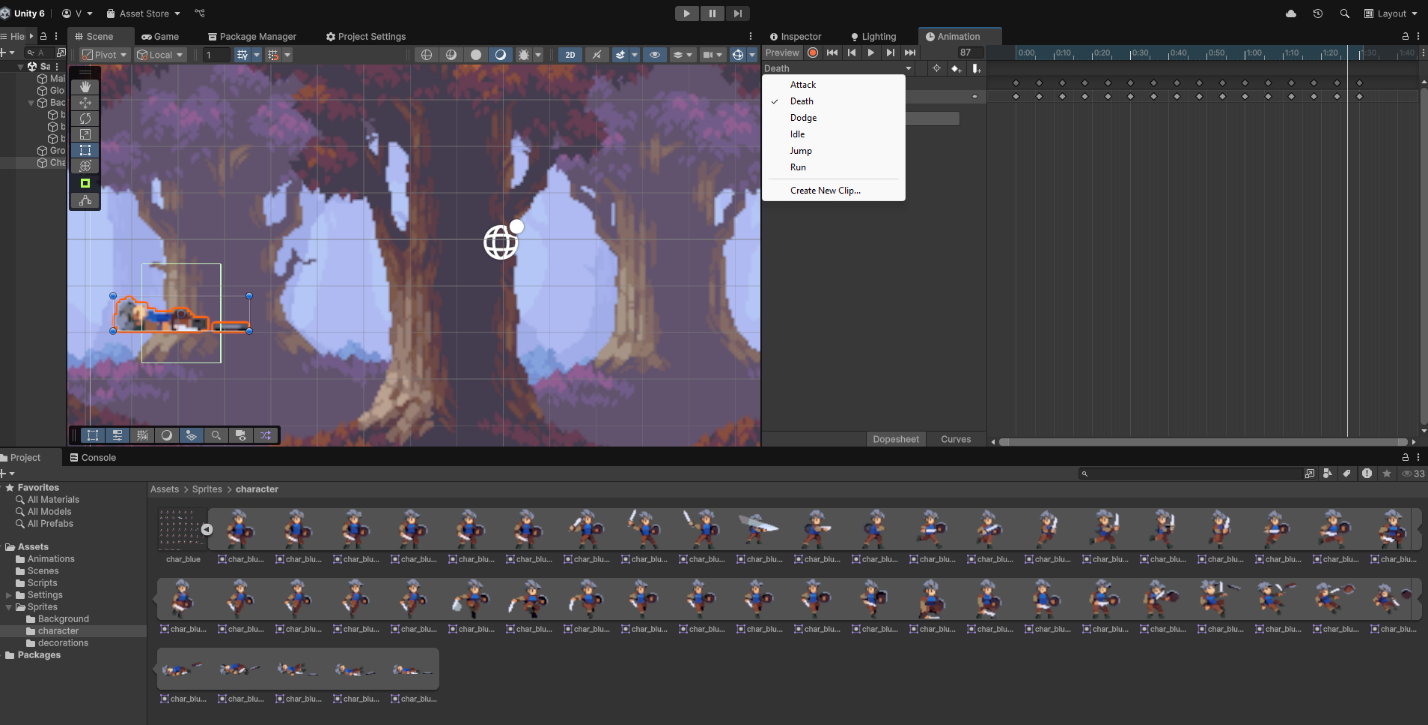
1. Create or download assets for the 2d game from the web store and import them
   1. Create a folder for sprites and add all your assets to it

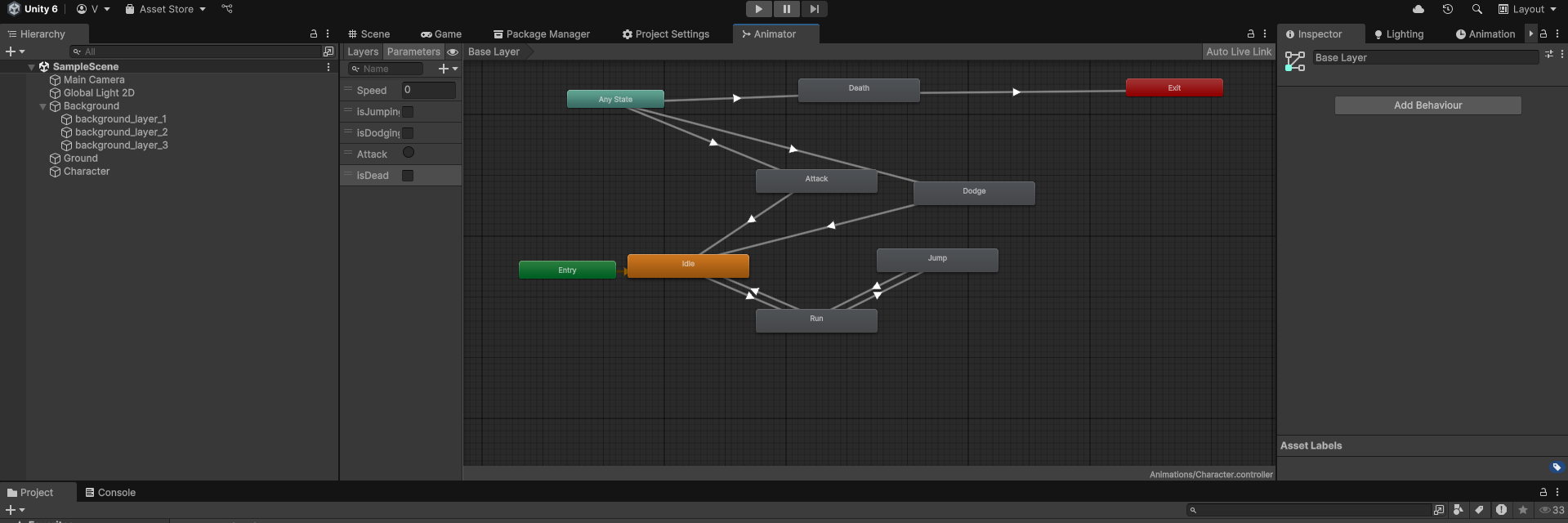


1. Import background layers and add them to your scene with proper layer order

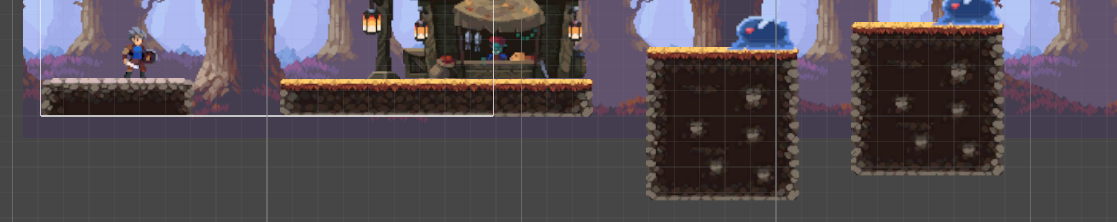


1. Add a character and setup animations for it.

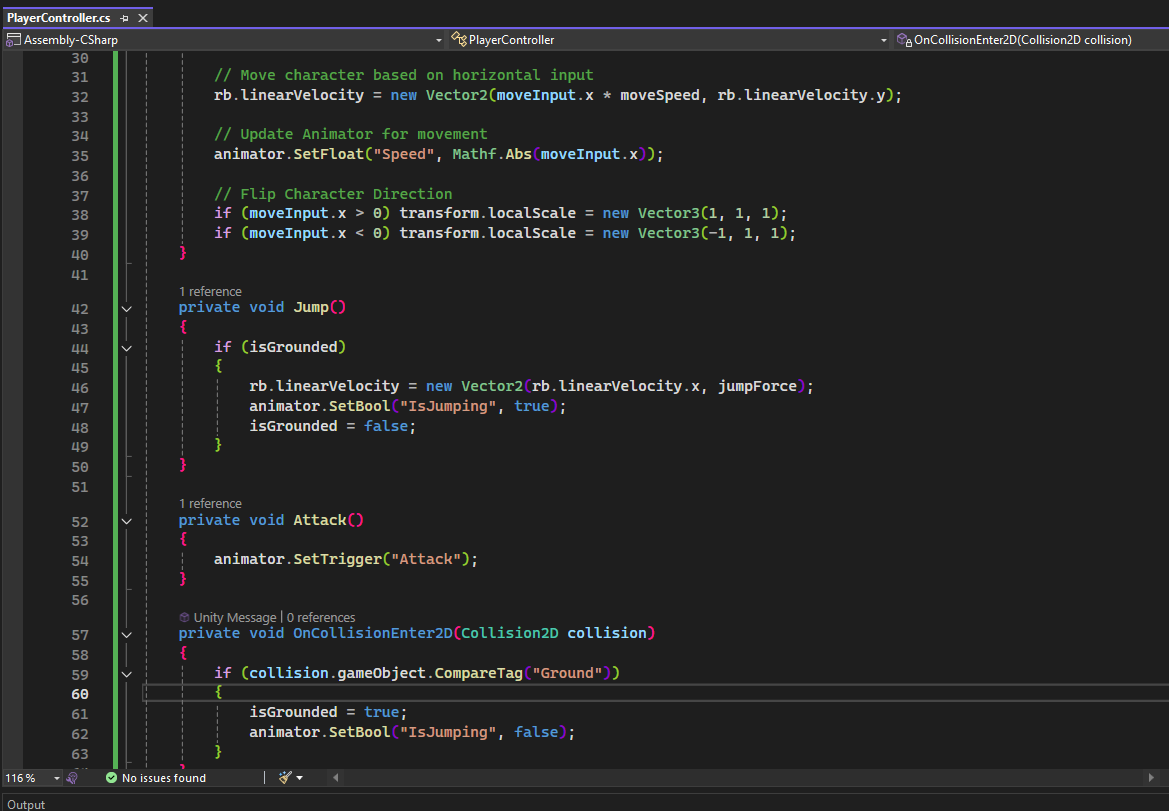




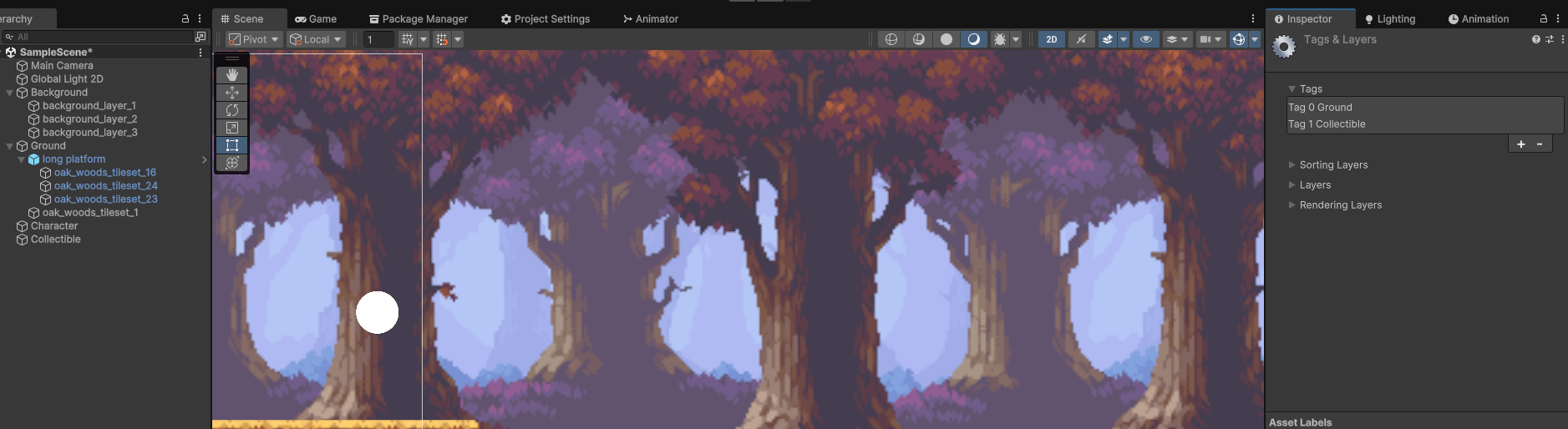
1. Setup Ground/Platform and enemies



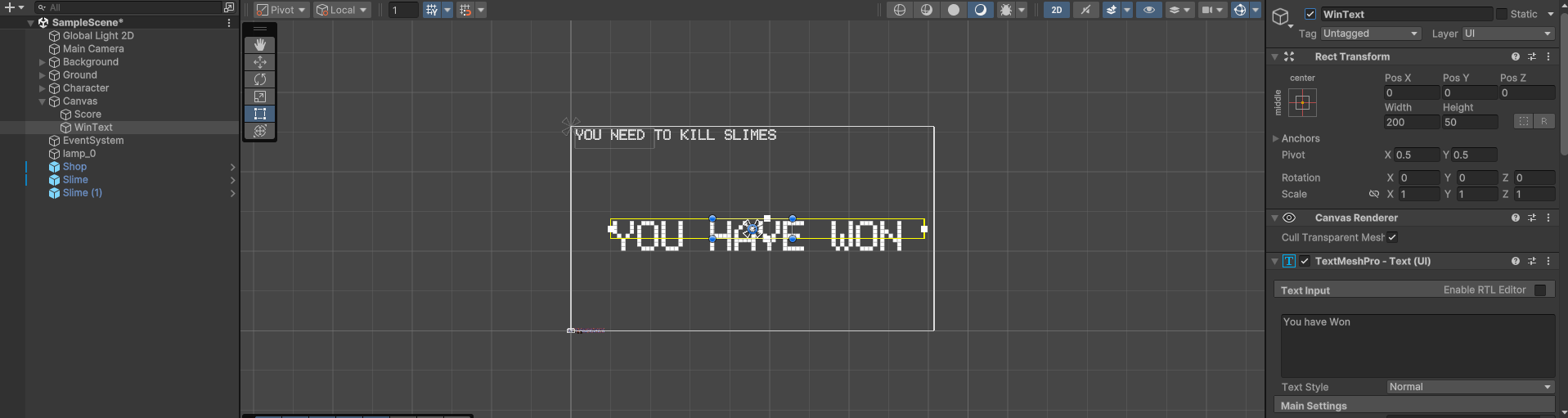
1. Setup Player Controller Script



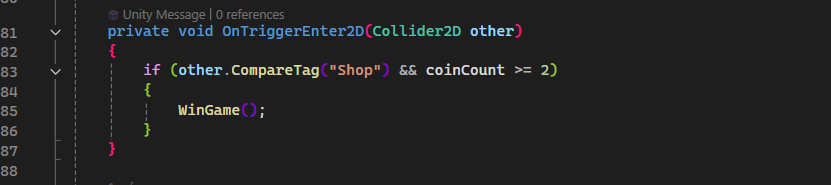
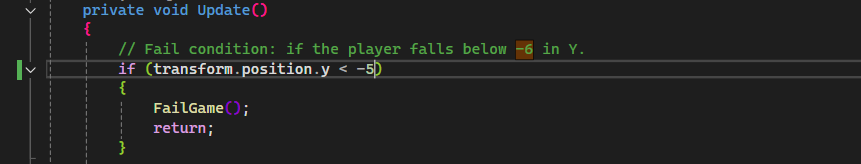
1. Setup Collectibles



1. Setup UI



1. Add win/lose conditions.



1. Play test the game.