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**Project idea:**

1. Game Development (Using Unity & C#)

Name of Game: Boy Adventure

Story: The story revolves around a main character is a boy with a passion for adventure. He had to go through the ramp with the trials and avoid the obstacles on the way he moved. He can jump over obstacles and eat the yellow brass to add value to his adventures. Finish a level, then move to a new level with more challenging such as the obstacles will be more and faster movement speed.

Players control the character by:

Swipe screen left / right: turn to the corresponding directions.

Swipe up: jump over obstacles and eat coins

The obstacles are also quite diverse such as pointed nails, stelae and sparks. Sometimes our characters have to jump on new roads when the previous path is the abyss.

During the game use packages available images taken from store asset unity.

