**Introduction:** Raylib is an open-source library that is designed to make game development easier. It is simple to use and is very helpful for beginners in programming. Many developers in the community update it to meet modern game requirements. We are using Raylib in this project to make a simple 2D platform game in C language.

**To Resolve:**

At the start, 2D platform game development looks very complicated. Beginners find it hard to understand how to create a player, platforms, and movement. Our project tries to solve this problem by breaking it into small and easy steps with the help of Raylib.

**Objectives:**

• To learn the basics of game development in C using Raylib.  
• To create a simple 2D platform game where a player can move and jump.  
• To understand how sprites, tilemaps, and collision detection work.

**Project Info:**

**Step 1: Setup and Assets**

We first included all the required assets like sprites and tilemaps. Then we defined the functions and values that we will need in the game.

**Step 2: Game World**

A platform was created using a tilemap. Both the player and the platforms were drawn on the screen using Raylib functions. Animations are optional, but they can make the game look more fun.

**Step 3: Player Movement**

The player can move left, right, and jump. A hitbox (collision box) was added so the player does not pass through the platforms and can properly stand on them.

**Results:**

After completing all the steps, we made a simple 2D game. The player can move around, jump on the platforms, and interact with the game world.

**Future Work:**This project can be improved in many ways in the future:  
• Adding enemies that the player must avoid or defeat.  
• Creating a scoring system to make the game more interactive.  
• Designing multiple levels with increasing difficulty.  
• Adding sound effects and background music.  
• Improving the graphics with better animations and textures.

**Conclusion:**

This project helped us learn how to use Raylib with C language. It also made the process of 2D platform game development easier to understand. We learned about sprites, drawing functions, and collision detection. Overall, this project was a good introduction to game programming.