**Ruby’s Adventure**

**Midterm project**

1. **Idea**

My game focus on an open world to make player feel enjoyable when discover my game world

1. **Features**

* You can move character all around the map
* Collision with box and river

1. **Techniques**

* Rigid body 2d
* Composite Collider 2d
* Tile set, tile palette

1. **Resource and references**

<https://learn.unity.com/project/ruby-s-2d-rpg>