**Abstract**

In our regular point of view gaming is fun and learning is boring. Game motivate players to take risks and actions, persevere through failures, set and achieve increasingly difficult goals, and devote attention, time, and effort to acquiring knowledge and skills which are the main key for acquiring knowledge. One can stay on playing game all day but can’t give perfect determination on study for a single hour. If we can combine the gaming and learning all together we will be able make the environment of learning with fun. This article describes a fps 2d platformer game that combined both knowledge and fun so that we can go forward in our way of learning with fun.

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**Table of Content**

**Abstract i**

**Acknowledgement ii**

**Table of Content iii**

**List of figure v**

**Chapter 1 Introduction 1**

* 1. Introduction 1
  2. Background and Present State 1
  3. Motivation and Aims 2
  4. Objectives 2
  5. Organization of the paper 2

**Chapter 2 Literature Review 3**

2.1 Introduction 3

2.2 Related Work 3

2.3 Limitations of Existing Works 4

**Chapter 3 Some Terminologies 5**

3.1 Educational Game 5

3.2 Platformer Game 5

3.3 Game Engine 6

3.4 Construct 2 7

3.4.1 Introduction 7

3.4.2 Features 7

3.4.3 Supported platforms 8

**Chapter 4 Proposed Idea 9**

4.1 Introduction 9

4.2 Combining 9

4.3 Giving some learning method 9

4.4 Warnings 10

**Chapter 5 Implementation 11**

5.1 Collection of game objects 11

5.1.1 Background and Character 11

5.1.2 Icon and Platform 12

5.1.3 Massage and HUD 13

5.2 Code and Behavior 14

5.3 Goal 15

**Chapter 6 Experimental Gameplay 16**

**Chapter 7 Conclusion and Recommendation 18**

7.1 Conclusion 19

7.2 Future Work 19

**References 20**

**List of Figures**

3.4.1 Construct 2 Game Engine 7

4.1 Learning part 10

4.2 Warning part 10

5.1 Background Used for the Game 11

5.2 Character representing player 12

5.3 Used platform 12

5.4 Some of icons used in acquire part 12

5.5 Some of icon used in keeping part 12

5.6 Score Indicator (HUD) 13

6.1 Opening Manu 16

6.2 Acquire part 17

6.3 Keeping part 17

6.4 Door to the next level 18

6.5 Fall of character 18