**Mini project**

**Personal Report**

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1. Ideas

* Make a “overcome obstacle” game like Mario. The story is about a lonely knight want to change his country.
* Try to get your maximum score.

1. Features

* The game has two levels.
* Each level has many pitfalls, enemies (which can attack) and also health orbs, coins.
* Keyboard: use arrow keys to move, spacebar to jump and ‘S’ to attack.
* As expected, each level has its own background music but because of unexpected problem so they have the same music.

1. Techniques

* 2D sprites, physics, collider, animation, graphical user interface…

1. Resources and References

<https://www.youtube.com/user/Brackeys>

<https://www.youtube.com/watch?v=v77oOet6mfA>

<https://assetstore.unity.com/lists/free-assets-34756>