This project focuses on developing a 2D game named The Run using the Unity Engine. The game involves players controlling a small blue monster to overcome obstacles, collect diamonds to unlock a teleport gate, and advance through levels.

**Main content of the project includes:**

1. **Theoretical Basis:** Introduction to the Unity Engine, its main components, and how it operates.
2. **Game Specification and Design:** Detailed description of The Run game, including its genre, elements, player objects, functions, platform, communication, and controls.
3. **Interface Design:** Includes screens such as Main Menu, Level Selection, Loading, Level, Pause, and design sketches for 6 different levels in the game.
4. **Experimental Results:** Presentation of the main screens of The Run game, including Intro, Main Menu, Level Selection, Loading, and the Level gameplay screens.
5. **Appendices:** Contains illustrative code for key game functions like character movement, camera tracking, health management, shooting effects, damage, checkpoints, and rock-breaking events.

**Conclusion:**

The project has achieved several outcomes such as providing an overview of the Unity Engine, handling basic errors in Unity, and creating a game with high entertainment value and simple functionality. However, it has some limitations such as suboptimal handling of constraints, inflexible data organization, lack of additional levels, incomplete functions, and unresolved errors.

**Future Development:**

1. **Player Interaction:** Through a system with online/offline data synchronization.
2. **Data Optimization:** Building additional levels and optimizing characters.

The project demonstrates the author's understanding of the Unity Engine and their ability to program a 2D game. It serves as a good starting point for developing more engaging entertainment games in the future.