

CH02 Practical Assessment: Character Movement & Core Gameplay

In this practical assessment, you will apply what you learned in Chapter 02 by building the core gameplay mechanics of your 2D platformer.

Your task is to create a playable scene that includes the following:

- Character movement to the left and right.
- Jump mechanic.
- Double jump mechanic.
- Camera follow system.
- A collectable item that can be picked up by the player.

Submission Requirements:

Submit one of the following:

- A 60–90 second gameplay video showing all required features working clearly.

or

- A small playable build of your project.