

## **2D GAME DEVELOPMENT**

**Prof. Samita Patil<sup>1</sup> and Soham Sorte<sup>2</sup>**

Faculty, Department of Computer Engineering<sup>1</sup>

Student, Department of Computer Engineering<sup>2</sup>

Shivajirao S Jondhale College of Engineering, Dombivli(E), Thane, Maharashtra, India

**Abstract:** *The "2D Static Screen Fighting Game" is a project developed aimed at creating an engaging and interactive 2D fighting game for two players to enjoy on the same PC. The game focuses On simple yet challenging gameplay, featuring static SScreenenvironments, player-controlled characters capable of jumping, and a weapon-based combat system. This game include player-controlled characters capable of jumping, each armed with a weapon. The weapon serves as both a tool of offense and defense, adding an extra layer of strategy to the gameplay. When a player successfully lands a hit on their opponent, the adversary will lose one health point. Each player starts with a total of five health points, and the health status is prominently displayed on the screen. As the battle unfolds, players must carefully time their attacks, defend against incoming strikes, and make tactical decisions*

**Keywords:** Multiplayer options, Intense Battles, Strategy PvP, Tactical

