

"Lashkruli" – A 2D Platformer Game Based on Georgian History

Temur Elizbarashvili, Nika Gurasashvili

e-mail: temur.elizbarashvili111@ens.tsu.edu.ge

Department of Computer Science, Faculty of Exact and Natural Sciences,

Ivane Javakhishvili Tbilisi State University, Tbilisi, Georgia

The project is a 2D platformer game titled “Lashkruli,” inspired by key eras and figures of Georgian history. The player controls a hero who fights enemies specific to each century of Georgian history, culminating in a boss battle symbolizing the main threat of that era.

The goal of the project is to provide an engaging educational and entertainment experience through an interactive medium. The game mechanics are based on physics simulation powered by the Unity engine. Technologies used include C# programming language, Unity Engine, and pixel art created via Aseprite.

References

[1] Unity Technologies — Unity Documentation

[2] <https://www.pixelart.com/resources>

[3] Overview of Georgian History — tsu.ge

a Department of Computer Science, Faculty of Exact and Natural Sciences, Ivane Javakhishvili Tbilisi State University