

Project: "Gravity Shift"

- **Type:** 2D
- **Genre:** Physics Puzzle-Platformer
- **About:** A side-scrolling platformer where the player can press a button to invert gravity (falling to the ceiling). The goal is to reach the exit door of the laboratory by navigating spikes, moving platforms, and locked doors.
- **Technical Requirements:**
 - **Physics Manipulation:** Changing the `rigidbody2D.gravityScale` dynamically via code (Update vs FixedUpdate application).
 - **Triggers:** Extensive use of `OnTriggerEnter2D` for collecting keys, dying on spikes, and reaching the finish line.
 - **Level Design:** At least 3 distinct levels using Unity's **Tilemap** system.
 - **State Management:** A system that tracks how many deaths the player has and saves the fastest time.