

I  
M  
A  
G  
E  
S

The image displays a Unity game engine interface for a 2D game. The main scene shows a character (Player Eddy) running on a platform in a stylized environment with a red bridge and a green character on top. The Inspector panel on the right shows the 'Poursuivant Controller (Script)' with a 'Poursuivant Speed' of 10 and a list of 17 'Points A Suivre' (Follow Points) with various state names like 'PointASuivreRunning', 'PointASuivreJumping', and 'PointASuivreIdle'. The Animator panel shows a state machine with states 'Run', 'Idle', 'Jump', and 'Slide'. The Animation panel shows a timeline for the 'JumpH' animation with a frame rate of 20.

O  
R  
D  
I  
N  
A  
T  
E  
U  
R