

Building a 2D Game using Godot

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Abstract: This topic aims to develop an independent 2D game using the Godot Engine to explore the potential of the GDScript language in building game content. In the context of the increasing demand for digital entertainment, creating new games not only provides entertainment but also contributes to diversifying user experiences. Through theoretical research and practical implementation, the topic will introduce Godot Engine technology with the goal of providing a flexible platform for programmers and beginner game developers. The expected result is the creation of a complete 2D game with full gameplay and graphics elements, along with an evaluation of the engine's performance in practice.

Keywords: 2D game, Godot Engine, GDScript, game development, game programming