

2D Lane Combat Game Development: Demon Slayer Chronicles

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Abstract: In the increasingly developing context of the information technology and video game industry, this topic focuses on developing a 2D Lane Combat game with the goal of building a user-friendly interface system and a smooth gaming experience. Through theoretical research on 2D graphics and combat tactics, combined with experimentation to design and deploy the application, this topic aims to contribute to the diversity of video game genres and enhance entertainment as well as develop logical thinking skills for players.

Keywords: 2D Game, Lane Combat, Game Development, Video Game, Thinking Skills