

Developing a 2D survival shooter game (Zombie Shooter)

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Abstract: In the context of mobile games becoming increasingly popular and fiercely competitive, this topic focuses on developing a 2D survival shooter game. The goal of the research is to create an engaging gameplay system with survival mechanics, while incorporating horror elements to attract players. The research methodology applies both theoretical and experimental approaches, from analyzing existing shooter games to the design and implementation process of the application. The expected result is a unique 2D game product with an appealing interface and strong survival features, contributing to the diversity of game content.

Keywords: 2D game, Survival shooter (Zombie Shooter), Game development, Game design techniques, Survival features