

Research on applying mobile programming technology and UI/UX design to build a 2D Snake Game.

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Abstract: This topic focuses on researching and applying mobile programming techniques along with user interface (UI) and user experience (UX) design to develop a 2D electronic game, the Snake Game. Through an experimental process combining theory and practice, the main goal is to create an entertainment product that meets the high technical requirements of modern mobile devices while providing a unique experience for players. The expected outcome of this topic is not only to provide the gaming development community with a sample project but also to contribute to enhancing understanding of how to apply new technology in the field of electronic games.

Keywords: Mobile programming, UI/UX, Snake game, 2D game development, User experience design