

Building the 2D game LightSurvival

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Abstract: This topic focuses on building and deploying a 2D electronic game named LightSurvival, aiming to address the issue of content creation shortage in the game industry. The objective of the research is to develop an automation system for the game design and coding process based on the principles of light and darkness. The research methodology includes analyzing design elements, gameplay, and modern graphic techniques, combined with experimentation to determine performance and user experience. The expected result is to provide an innovative solution for the game industry, enhance the capability of developing 2D games, and contribute to the advancement of object-oriented programming techniques.

Keywords: Video games, automation design, light and shadow