

Build a 2D survival action game combined with a skill upgrade system (Action Roguelite).

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Abstract: This topic aims to research and develop a 2D action survival video game with a skill upgrade system, meeting entertainment and practical learning needs. By synthesizing existing works on Roguelite games, the topic identifies the goal of building a platform that allows players to experience short but non-repetitive matches thanks to an automatic map generation mechanism and the constant evolution of characters. The research method includes theoretical analysis combined with practical application design and deployment. It is expected that the topic will provide a new game model, contributing to the development of the video game industry.

Keywords: 2D survival action game, skill upgrade system, Roguelite, game analysis, game design