

Research and development of a 2D obstacle avoidance game using Python and the Pygame library.

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Abstract: In the context of increasingly popular mobile games, researching and developing 2D obstacle avoidance games not only offers high entertainment value but also requires creativity in game design and logic. The objective of this project is to build an automated system for the game development process by applying game design principles and Python programming techniques along with the Pygame library. The research methodology includes both game design theory and experimentation for application development. The expected outcome of the project is not only a complete 2D game but also a contribution to promoting the development of the software technology and digital entertainment industry.

Keywords: 2D game, Python, Pygame, Game development, Game design