

Build a 2D Brave Warrior game

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Abstract: This topic focuses on building a 2D electronic game named 'Brave Warrior'. The context of the topic is set against the necessity of developing high-quality digital content to meet diverse entertainment needs. The objective of the research is to design and develop a game system according to technical requirements and modern user interfaces. The research method combines game design theory with experimentation through the software development process. The expected result is a unique game product that provides an enjoyable experience for players while contributing to the field of graphics and digital entertainment.

Keywords: 2D video games, game design, software development, game graphics, users