

# **Build a 2D platform game.**

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**Abstract:** In the context of the strong development of the information technology and video game industry, this topic focuses on building a 2D game platform. The main goal is to create a system that supports the efficient and flexible design and deployment of 2D games. Through a combination of theoretical research and experimentation, the topic explores advanced technologies in building user interfaces (UI) and user experiences (UX). The significance of the research lies in providing innovative solutions for game developers who want to optimize the design and production process. The expected result is an easy-to-use platform that meets the diverse requirements of the 2D game market.

**Keywords:** 2D game platform, UI/UX design, Video game technology