

# **Design and development of a gameplay function management system for a 2D role-playing game (RPG)**

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**Abstract:** This topic aims to research and develop a system for managing gameplay functions for 2D role-playing games (RPG) with the goal of optimizing player experience. By combining theoretical research with experimentation, the topic addresses the problem of building a flexible mechanism to adjust gameplay elements such as quests, items, and skill systems. The expected results will make a significant contribution to the video game industry by providing an effective support solution in the game development process.

**Keywords:** Gameplay management system, 2D Role-Playing Game (RPG), Research and Development