

Build a brick stacking game.

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Abstract: In the context of the growing development of information technology and the diverse entertainment needs of users, building a block-stacking game is necessary. The objective of this project is to design and develop a block-stacking game with attractive features to improve the gaming experience for users. To achieve this goal, the research will combine game design theory with experimentation through the application development process. The project is expected to contribute a new entertainment product and bring significant value to the mobile gaming field.

Keywords: Tile stacking game, game design, mobile game, application development, user experience