

LHL Obstacle Course Game Development

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Abstract: In the context of the increasingly dynamic development of information technology and video games, this topic focuses on developing an obstacle avoidance game with an optimized algorithm to create an engaging user experience. The objective of the research is to build an automated system in the game design and control process to ensure realism and high entertainment value. The research method combines programming theory and experimentation through application deployment on a modern platform. The expected results of this topic will make a significant contribution to the field of video games, enhancing content creation capabilities and optimizing user experience.

Keywords: game development, optimization algorithms, automated game design, entertainment, programming