

Developing a restaurant management game combined with Typing mechanics using the Godot Engine.

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Abstract: In the context of the increasingly vibrant development of mobile applications and video games, this topic focuses on developing a restaurant management game integrated with a typing test mechanism. The objective of the research is to build a system that supports learners in improving their writing skills by refreshing content through an engaging gaming experience. The research methodology includes a combination of theoretical lectures and application deployment on the Godot Engine tool. The expected outcome is not only to provide an innovative learning solution but also to contribute to the advancement of the mobile gaming technology industry.

Keywords: Restaurant management game, Typing test, Godot Engine, Academic, Application development