

Developing the 2D game Beast Slayer.

Ho Duc Vung

Abstract: This topic focuses on building and developing a 2D electronic game named 'Beast Slayer'. The background of the topic stems from the increasingly rich and diverse demands of the gaming market, especially for action-adventure game genres. The main objective is to create a game with an appealing interface and engaging gameplay, while ensuring educational value by incorporating challenges related to knowledge about animals. The research methodology combines market analysis, game design, and application development to produce a complete game product. The expected outcome is to provide players with an enjoyable experience while enhancing their biological knowledge through interaction with animals in the game.

Keywords: video game, 2D game, Beast Slayer, game design, application development