

Design a 2D interface for the game "The journey on the planets"

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Abstract: This topic focuses on designing and implementing an effective 2D interface for the video game 'The journey on the planets'. With the goal of optimizing user experience and increasing the game's appeal, this research applies modern graphic design principles combined with experimental methods. Through analysis and testing on the game platform, the topic has identified the most important factors for creating a suitable 2D interface. The results of this research not only contribute to game development but also provide important knowledge about interface design for future developers.

Keywords: Interface design, video games, 2D graphics