

Design the game interface for "The Sweet World"

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Abstract: This topic focuses on designing and developing a visual game interface set for the game 'The Sweet World', aiming to meet the diverse entertainment needs of users. The goal is to create an engaging and user-friendly gaming experience through theoretical research on user interface (UI) design and practical implementation of modern graphics technologies. The methods applied include target audience analysis, market trend surveys, and deployment of prototype interfaces to collect feedback from the gaming community. The expected outcome is to provide a unique interface set with high interactivity, contributing to the diverse development of the video game industry.

Keywords: User Interface (UI), Video Games, Graphic Design