

Building the Squid Game

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Abstract: This topic aims to research and develop a video game based on the famous Korean television drama of the same name, with the goal of creating an entertainment product that is both fun and challenging. Through the process of requirements analysis and system design, combining theoretical research on game-based learning and experimental game development, we hope to explore how to use modern programming techniques to create a unique gaming experience, while evaluating the game's effectiveness in terms of factors such as entertainment, education, and challenge. The expected results will provide valuable information for digital content producers and the game-based learning research community.

Keywords: Squid Game, programming techniques, educational game, gaming experience, requirements analysis