

# **Designing the "Space Ship" game using the C# programming language**

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**Abstract:** This topic focuses on designing and implementing a 'Space Ship' video game using the C# programming language. In the context of the ever-evolving information technology landscape, the demand for entertainment through game applications has become significant. Addressing the practical necessity of the game industry, the main objective of this research is to build a game system with an appealing interface and complex yet accessible gameplay mechanics. The research methodology includes applying object-oriented programming principles and software testing to ensure the quality of the final product. The knowledge gained from this topic not only helps enhance students' programming skills but also provides direct practical application value.

**Keywords:** Game design, C#, Graduation project