

Design of the 2D game interface "OZOO"

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Abstract: This topic focuses on designing and developing a 2D game interface named 'OZOO' to address the shortage of suitable educational games for children. The research objective is to build a game system that can attract interest while providing knowledge through engaging interaction. The research methodology includes analyzing target audience needs, designing the user interface (UI), and implementing the game application. The expected outcome is to create an innovative educational product with unique features, contributing to the diversity of the educational game market.

Keywords: 2D game, UI design, children's education, OZOO