

# **Design of the 2D game interface "Earth Warrior"**

**Nguyen Thi Chi**

**Abstract:** In the context of the rapid development of the information technology and entertainment industry, designing a 2D game can bring new experiences to players. This topic focuses on researching and designing a 2D warrior game interface for the game 'Earth warrior'. The project's objective is to build a gaming environment with distinctive gameplay, appealing visuals, and sound. The research method includes analyzing the basic elements of the game, combined with experimentation to optimize the interface. The topic aims to contribute to the video game industry by creating an innovative digital application product that meets the increasingly high entertainment demands of users.

**Keywords:** 2D game, Interface design, Video game