

Design of the 2D game interface "BATTLE OF HEROES"

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Abstract: In the increasingly popular context of 2D video games, this topic focuses on designing a unique interface for the game 'BATTLE OF HEROES'. The goal is to create an engaging and highly interactive gaming experience. The research method includes analyzing existing interface samples, practicing vector graphic design, and conducting direct user testing to evaluate their responses to different versions of the interface. Through this, the topic aims to contribute to improving graphic quality and gaming experience for 2D games.

Keywords: 2D game interface, vector graphic design, user interaction