

Build a bubble shooter game on the Android operating system

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Abstract: In this study, we focus on designing and implementing a ball shooting game application for the Android platform. The reason for choosing this topic is based on the increasing demand for mobile applications in the fields of entertainment and education. The goal is to build an interactive and engaging game system to provide an enjoyable experience for users while improving hand-eye coordination skills. The research process includes requirement analysis, user interface design, and application development using the Kotlin programming language. The expected results will confirm the practical value of this application in creating diverse entertainment content on mobile devices.

Keywords: Android game, app development, bubble shooter