

2D game interface design for Kitchen God Jump

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Abstract: In the rapidly developing context of the information technology industry, designing a 2D game interface that can attract players is an important issue. This topic focuses on building and optimizing the 2D game interface Kitchen God Jump to create an enjoyable and engaging gaming experience. Through theoretical research on user interface (UI) design and practical application implementation, the goal of this topic is to identify key factors in designing an effective 2D game interface. The expected results of this topic include developing a test game interface based on recommendations derived from research and analysis, while providing solutions to contribute to fostering creativity in the video game industry.

Keywords: 2D game, user interface (UI) design, Kitchen God Jump, gaming experience, application development