

# **Designing the 2D game interface Drimbo**

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**Abstract:** This topic focuses on designing and developing a 2D game interface with a drimbo theme, aiming to meet the diverse entertainment needs of users. The project's goal is to build a visually appealing and user-friendly graphical display system that supports effective gameplay activities. The research methodology includes synthesizing knowledge of modern user interface (UI) design combined with direct experimentation during the development process. The project is expected to bring significant value to the 2D game community, providing new solutions for developers and enhancing the gaming experience for users.

**Keywords:** Game interface, Drimbo, UI Design, 2D Game Development, Graphics Demonstration