

Build a 2D Smile game on Mobile.

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Abstract: In the context of the increasing demand for entertainment and learning through mobile applications, this topic focuses on developing a 2D game called Smile on the mobile platform. The project aims to create a product that is both fun and highly educational, helping users relax while improving their skills and knowledge. Through a combination of theoretical research and practical application implementation, this topic seeks to contribute to the field of mobile gaming by applying advanced technologies in graphic design and user interface. The project's results not only demonstrate high applicability but also open up many potential development opportunities in the future.

Keywords: Mobile game, Smile 2D, graphic design, user interface, education