

Build a 2D airplane combat game on mobile phones.

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Abstract: This topic focuses on developing a 2D tactical aircraft game for mobile devices, meeting the diverse entertainment needs of users. The main objective is to build a game system with an attractive interface and smooth gameplay experience on smartphone platforms. The research methodology includes requirement analysis, game design using the N-Gram model, application deployment, and practical testing to ensure the feasibility and appeal of the game. The topic is expected to make a significant contribution to the field of mobile game development and provide a foundation for future research on user interface design in video games.

Keywords: 2D game, tactical aircraft, mobile phone, application development, N-Gram