

Programming games using C++ language

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Abstract: This topic focuses on developing a simple game using the C++ programming language. The context of the topic reflects the necessity of game programming skills in the modern information technology industry. The goal is to build and implement a game system for both entertainment and educational purposes. The research method includes both theoretical study of graphics algorithms and practical experimentation through coding the main functions of the game. The expected result is to provide students with a deep understanding of the game programming process, while also contributing to the open-source code library.

Keywords: Game Programming, C++, Graphics Algorithms