

Build a Sudoku game app on Android

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Abstract: This topic focuses on building a Sudoku mobile application for the Android platform to meet users' entertainment and logical thinking training needs. The main objective is to design a user-friendly interface, integrate flexible gameplay features, and optimize performance on mobile devices. The research methodology includes requirement analysis, system design, and application implementation based on Android programming. The expected result is to provide an innovative solution to enhance the Sudoku playing experience for users while contributing to the development of the mobile technology industry.

Keywords: Sudoku, Android, mobile phone game, mobile programming, logic entertainment