

Build a game program using C# language

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Abstract: In today's digital age, building video game applications has become an undeniable trend. This topic focuses on the process of developing and deploying a game program using the C# programming language. The context for choosing this topic is based on the need to diversify the game platform, meeting user requirements for an effective gaming experience. The objective is to build a game system with an intuitive user interface and engaging gameplay mechanics. The research method combines object-oriented programming (OOP) theory with practice through the implementation of an application project. The expected result is to provide a unique game solution, while also contributing to the development of students' programming skills.

Keywords: video games, C# language, object-oriented programming (OOP), user interface, application development