

Build the webgame "Sâm Lốc" using Cocos Creator and SmartfoxServer.

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Abstract: This topic focuses on building an online webgame system for the card game Sâm Lốc, aiming to meet cross-platform entertainment needs. Through theoretical research on the game Sâm Lốc and modern game programming techniques, the topic applies the Cocos Creator tool for user interface design and SmartfoxServer for managing connections between servers and clients. The goal is to create a solution that can be effectively deployed on multiple web platforms, providing a smooth and synchronized gaming experience among users. The expected results will bring significant value to the information technology industry as well as the online game market.

Keywords: Webgame, Cocos Creator, SmartfoxServer, Sam Loc card game, Online game development