

Build an online "Phỏm" game using Cocos Creator and SmartfoxServer.

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Abstract: This topic focuses on building an online Phỏm game system, aiming to meet entertainment needs as well as enhance user communication over the network. Through theoretical research and experimental implementation on the Cocos Creator and SmartfoxServer platforms, the topic will introduce how to design the game interface and server structure to ensure stability and high performance. The project's goal is to provide a comprehensive solution for developing multiplayer online games. This result not only contributes to promoting the development of the online gaming technology industry but also brings enjoyable experiences to the community of Phỏm card game enthusiasts.

Keywords: Online game, Cocos Creator, SmartfoxServer, interface design, server system