

# **Building the "Battle Ship" game on the iOS operating system using Cocos2d-X.**

**To Hung Duong**

**Abstract:** In the context of increasing interest in mobile video games, this topic focuses on building the "Battle Ship" game application for the iOS platform. The project's goal is to create a user-friendly interface and a smooth gaming experience, while also developing iOS programming skills and using the Cocos2d-X library to optimize performance. The research methodology includes both game design theory and experimental implementation of the application on iOS. The expected result is a high-quality game product that contributes to the video game community and provides students with practical experience in the learning process.

**Keywords:** Battle Ship Game, Cocos2d-X, iOS, Game Design, Application Deployment