

Building a Pikachu game on the Android operating system

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Abstract: In the context of the rapid development of mobile technology and video games, this topic focuses on building a unique Pikachu game application on the Android platform. The main goal is to create an engaging entertainment environment for users while providing fresh experiences in user interface design and gameplay. The research method combines theory with practice, from analyzing technical requirements to deploying the application. The expected results will not only contribute to promoting the trend of mobile game development but also provide useful solutions for developers and users.

Keywords: Pikachu game, Android, user interface design, gameplay, application development