

Building a Tank Shooting Game on Windows Phone

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Abstract: In the increasingly popular context of mobile games, this topic focuses on developing a tank shooting game application for the Windows Phone platform. The goal is to design and build an engaging and highly competitive augmented reality (AR) gaming system on smartphones. The research method combines theoretical perspectives on computer graphics with direct experimentation to develop the game. The expected result is to provide an innovative entertainment solution, contributing to diversifying mobile game content and expanding the Windows Phone market.

Keywords: Tank shooting game, Windows Phone, Mobile application development, Virtual reality game