

Build a bubble shooter game on the Android operating system

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Abstract: In the increasingly developing context of mobile technology, building video games on the Android platform is becoming an important trend. This topic focuses on designing and developing a unique ball shooting game application for the Android operating system. The objective of the topic is to create an effective entertainment product, suitable for user-friendly interface elements and a smooth gaming experience. The research method combines theory on game design with practical implementation of the application on Android Studio. The expected result of the topic is to provide an innovative solution to attract fans of the shooting game genre, while contributing to the diversification of entertainment content on the mobile platform.

Keywords: video games, Android, game design, ball shooting game