

# **Building a diamond game on the Android operating system**

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**Abstract:** This topic focuses on designing and implementing a diamond game application for the Android platform, meeting the diverse entertainment needs of users. Through theoretical research on video games and mobile application development techniques, the project aims to build a user-friendly interface system (UI/UX), integrating 3D visual effects to create an engaging gaming experience. Experimental methods will be applied during the application development process to ensure stable functionality and high performance. The results of the topic not only contribute to product diversification on the Android platform but also help enhance mobile programming skills for future developers.

**Keywords:** Diamond game, Android operating system, user interface