

Build a 2D game "Destroyer Plane" on Android OS.

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Abstract: In the context of the increasingly vibrant development of video games, this topic focuses on building a 2D 'destroyer plane' game for the Android operating system. The main objective of the research is to create a smooth and engaging gaming experience suitable for popular mobile devices today. The implementation method includes studying the theory of 2D game design combined with Android application development. This topic not only contributes to the field of digital entertainment but also enhances students' programming skills, while meeting the diverse needs of the mobile game market.

Keywords: video games, Android, 2D game design, application development