

Build a Sudoku game on the Android operating system

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Abstract: In this project, we focus on building a unique Sudoku game application specifically for the Android platform. The research context is set by the widespread popularity of Sudoku and the increasing demand for mobile entertainment applications. The main objective is to develop a user-friendly, simple interface with robust interactive features to create an enjoyable gaming experience for users. The research methodology includes integrating Sudoku game theory with Android programming practice through iterative testing and continuous development cycles. The significance of the project lies in its ability to provide intelligent entertainment while helping users improve their logical thinking skills. The expected outcome is an effective, engaging Sudoku application that can be expanded to include advanced features in the future.

Keywords: Sudoku, Android, Video game, Mobile technology, Programming