Building a Demo Game using XNA technology for Windows Phone

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Abstract: Research and develop a mobile game application demo using XNA technology for the Windows Phone platform. The project aims to meet the demand for fast and efficient game development on mobile devices. By applying a combination of theoretical research and experimental methods, it proposes a solution for building a simple yet engaging game interface. The expected result is a successful game demo, contributing to the Windows Phone game ecosystem.

Keywords: Mobile games, XNA, Windows Phone, Application development, Rapid game development