

Building the Touch The Ball game application on the Android operating system

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Abstract: This topic aims to develop a game application called Touch The Ball for the Android platform, meeting the needs of entertainment and learning through visual games. Through theoretical research on user interface (UI/UX) design and mobile game development, along with experimentation to create a high-quality product, the topic hopes to contribute to enhancing the user experience on mobile devices. This result not only provides a healthy entertainment solution but also offers a foundation for future research on game development based on new techniques.

Keywords: Android application, Game development, User interface, Beat, Graduation project