

Building a 2D FISH Game application for Windows Phone

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Abstract: This topic focuses on building a 2D game application named Game FISH for the Windows Phone platform. The research context is set against the strong development of the information technology and mobile gaming industry, particularly in the field of education through games. The objective of the topic is to design and implement a game system with content suitable for elementary school students, aiming to stimulate learning interest and improve logical thinking skills. The research method is based on a combination of theory on mobile application design and experimentation through developing and testing the application on Windows Phone. The significance of the topic lies in its potential to contribute to the diversification of educational content, while providing a useful learning tool for children.

Keywords: 2D game application, Windows Phone, Education through games