

J2ME application building Puzzle Game

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Abstract: In the increasingly popular context of mobile video games, applying Java 2 Micro Edition (J2ME) to develop puzzle games offers great potential in terms of applicability. This topic focuses on building an interactive puzzle game system using J2ME, aiming to solve the problem of fast and efficient game development on mobile devices with limited hardware. The research method combines theoretical knowledge of mobile programming with direct experimentation during the application development process. Through this, the topic is expected to contribute to the diversity of mobile game content, while providing effective design and development solutions for developers.

Keywords: J2ME, Puzzle Game, Mobile Game Development, Java Micro Edition, Game System