

Building a mobile airplane shooting game

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Abstract: This topic aims to develop a mobile-based airplane shooting game to meet entertainment needs and enhance control skills on handheld devices. The context for choosing this topic is based on the current trend of mobile game development, particularly the combat simulation genre. The research method combines theories of user interface design and game development technology with experimentation to implement the application. The significance of the topic lies in contributing to the diversification of mobile entertainment content and improving the gaming experience on handheld devices.

Keywords: Airplane shooting game, Mobile device, Application development