To create an Android game, you will need the following:

A computer running a supported operating system (such as Windows, macOS, or Linux).

The Android Studio development environment, which includes the Android SDK (Software Development Kit) and tools for building and testing Android applications. You can download Android Studio for free from the Android developer website.

A Java Development Kit (JDK), which is required to build and run Android applications. Android Studio includes its own JDK, but you can also use a separate JDK installation if you prefer.

An Android device or emulator to test your game on. You can use an actual Android phone or tablet, or you can use the emulator that comes with Android Studio to test your game on different device configurations.

In addition to these basic requirements, you may also need additional libraries, frameworks, and tools depending on the type of game you are creating and the features you want to include. For example, you may want to use a game engine like Unity or Unreal Engine to create a more complex game, or you may need to use a specific programming language or toolkit to implement certain game mechanics.

To learn more about creating Android games, you can refer to the documentation and resources provided by the Android developer website, as well as online tutorials and forums for game development.

To create a 2D Android game, you will need the following:

A computer running a supported operating system (such as Windows, macOS, or Linux).

The Android Studio development environment, which includes the Android SDK (Software Development Kit) and tools for building and testing Android applications. You can download Android Studio for free from the Android developer website.

A Java Development Kit (JDK), which is required to build and run Android applications. Android Studio includes its own JDK, but you can also use a separate JDK installation if you prefer.

An Android device or emulator to test your game on. You can use an actual Android phone or tablet, or you can use the emulator that comes with Android Studio to test your game on different device configurations.

A 2D game engine or framework, such as LibGDX or Cocos2d-x, to help you create and manage the game's graphics, audio, and input. These engines provide a set of libraries and tools for creating 2D games and handle many of the technical details for you.

In addition to these requirements, you will also need to have some programming skills and be familiar with Java or another programming language supported by the game engine you are using. You may also need to use a graphics editor or toolkit to create or edit the game's artwork and assets.

To learn more about creating 2D Android games, you can refer to the documentation and resources provided by the game engine you are using, as well as online tutorials and forums for game development.