

Developing 2D Lane Combat Game "Tram Ma Chien Ky"

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Abstract: The thesis presents the development process of a 2D Lane Combat video game titled "Trảm Ma Chiến Ký" using the Unity Engine and C# programming language. The content focuses on designing tactical gameplay mechanics, where players summon heroes to defend territory from demonic forces on predetermined lanes. The author applies techniques such as AI state management (FSM) for monsters and allies, resource optimization using ScriptableObject, and user interface (UI/UX) design friendly for both PC and mobile platforms. The final product delivers a diverse entertainment experience with a system of progressively difficult levels and vivid visual and audio effects.

Keywords: 2D Game, Unity, Lane Combat, Trảm Ma Chiến Ký, Game Development

References

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