

Design of the action role-playing game Odd Game.

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Abstract: In the context of an increasingly vibrant video game market, designing an action role-playing game (RPG Action) that can meet the diverse entertainment needs of users is essential. This project aims to build an RPG Action game system with distinctive elements, thereby providing an enjoyable and unique gaming experience for players. Through a combination of theoretical research and experimentation, the project applies a game design methodology based on the AAA model to ensure high game quality. The successful implementation of this project is expected to make a significant contribution to the field of video game development and enhance the creative capabilities of developers.

Keywords: action role-playing game, game design, AAA model