

Build the "Anime Puzzles" puzzle game on the Unity platform.

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Abstract: In the context of the strong development of the video game industry, this topic focuses on building a puzzle game with an Anime theme on the Unity platform. The main goal is to explore and apply effective design principles to create an engaging gaming experience suitable for young audiences. The research method includes synthesizing knowledge from reference sources, while implementing the application to verify the feasibility of the proposed solution. The expected results will significantly contribute to diversifying game content and encouraging creativity within the developer community.

Keywords: Puzzle game, Unity, anime, game design, application development