

Building a Game application on the Unity development platform

Nong Quang Khai

Abstract: In the context of the growing video game industry, this project focuses on building a game application based on the Unity platform. The goal is to create a high-quality entertainment system with interactive features and sharp 3D graphics. The research method combines game development theory with direct experimentation. The expected result is to provide the market with a unique product, while contributing to knowledge about Unity technology in the field of graduation projects.

Keywords: Game Application, Unity Platform, Video Game Development, 3D Graphics, Interactive Features