

Developing a 3D survival-exploration video game "Underground" on the Unity platform

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Abstract: In the context of gamification and education through entertainment becoming increasingly popular, this topic focuses on developing a 3D survival and exploration video game titled 'Underground'. The goal is to create a gameplay system based on the principles of an underground living environment. Through theoretical research on game design and practical experimentation using Unity technology, this topic not only provides entertainment but also contributes to educating players through an immersive experience. The expected outcome is a versatile product applicable in both the gaming market and digital education.

Keywords: 3D video games, Unity, underground survival, digital education, game design