

Building and developing a 2D interactive game application on the Unity platform.

Hua You He

Abstract: In the context of increasing demand for entertainment through video games, this topic focuses on building and developing a 2D interactive game application to provide users with a fresh gaming experience. The objective of the research is to design and implement a game system based on the Unity platform, meeting requirements for graphical interface, sound effects, and engaging gameplay mechanics. The research method combines video game theory with experimentation on the Unity platform to ensure the stability and effectiveness of the product. The expected result is a high-quality 2D game application, contributing to the development of the Vietnamese video game industry.

Keywords: Game application, Unity, interaction, 2D graphics, game design