

Developing an auto-shooter game using Godot software

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Abstract: In the increasingly developing context of the video game industry, this topic focuses on developing an auto-shooter game using the Godot software platform. The main objective is to research and apply design principles in auto-shooter games to create a product that meets current market demands. The approach is based on a combination of theoretical research on automation and direct experimentation through the game development process. It is expected that completing this topic will make an important contribution to the field of video game development, while also providing the Godot developer community with a typical example of application in automation design.

Keywords: Auto-shooter game, Game development, Godot software