

Building a first-person shooter game Project: RECURSION

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Abstract: This topic discusses the development of a first-person shooter (FPS) game titled Project: RECURSION. In reality, FPS games are increasingly popular and play a significant role in the video game market. The project's goal is to design and develop a highly engaging first-person shooter game with innovative gameplay and impressive graphics. The research process applies game design principles along with modern programming techniques to ensure visual quality and gameplay performance. The project aims to contribute to the diversification of game content and provide players with an engaging experience, while also promoting advancements in graphics and user interface.

Keywords: First-person shooter game, game design, programming techniques