

Design and development of a 2D Tower Defense strategy game on the Unity platform.

Ngo Thanh Sinh

Abstract: Tower Defense is a popular game genre with many applications in education and entertainment. This topic focuses on designing and developing this 2D game on the Unity platform, aiming to provide players with a strategic and logical experience through building and managing defense towers to defeat continuously attacking enemies from the front. The research method includes both exploiting theoretical knowledge of game design and conducting practical experiments in Unity. The contribution of this topic lies in creating an effective interactive game system, while also providing the game development community with a new option.

Keywords: Strategy game, Unity, Tower Defense, game design, 2D game development