

Design and implement the 2D pixel art action role-playing game "The Last Remedy S" using the Unity Game Engine.

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Abstract: In the context of increasingly diverse video game development, this topic focuses on designing and implementing a 2D action role-playing game with a Pixel Art style. The project aims to build a game system using Unity to solve the problem of creating a smooth and engaging gaming experience for users. Through a combination of theoretical research and experimentation, the topic demonstrates the effectiveness of using Unity for 2D video game development. The project results not only provide a high-quality entertainment product but also contribute to knowledge about game techniques and user interface design in the gaming industry.

Keywords: Action role-playing game, Pixel Art, Unity, Game Engine, Video game development