

Build the Cloud Garden game

Vũ Đình Mạnh

Abstract: This topic aims to build a video game simulating the landscape of a virtual garden named 'Garden in the Clouds', meeting the entertainment and educational needs of users. Through theoretical research on game design, 3D graphics, and mobile application development, along with experimental system construction, the topic hopes to provide an innovative product that is both highly entertaining and carries educational value regarding nature conservation. The expected results will contribute to the Vietnamese game technology industry, while also opening up many application opportunities in the fields of learning and entertainment.

Keywords: video games, 3D graphics, mobile application development