

Build a survival game using Unity 3D

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Abstract: In the context of the growing information technology industry and diverse entertainment needs, building a survival game is necessary to provide a virtual reality experience. This topic focuses on designing and implementing a survival game based on the Unity 3D platform with the goal of creating a vivid environment for players. Through a combination of theoretical research and experimentation, the topic will introduce techniques for building and optimizing game performance, while identifying potential challenges in developing this game. The expected outcome of the topic is not only a high-quality entertainment product but also a contribution to the development of the video game industry.

Keywords: Unity 3D, Survival game, Game development, Performance optimization, Experimental research