

Design and build a game on UNITY 3D

Pham Quang Trieu

Abstract: This topic focuses on the process of designing and building a game using the Unity 3D engine. The practical context requires the development of digital games today, especially in the fields of entertainment and education. The objective of this research is to build a complete game system with high interactivity. The applied method includes studying game design theory and implementing the application through practical exercises. The expected results from this topic will contribute to promoting the development of Unity 3D technology in the gaming field.

Keywords: Unity 3D, video games, game design, education through games