

Developing a zombie hunter game with Unity3D

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Abstract: In the context of increasing demand for entertainment through video games, this topic focuses on developing a 3D video game (Unity3D) with a zombie hunter theme. The objective of the research is to create a game with engaging gameplay, an interesting interface, and a captivating storyline. The method combines game design theory with experimentation to develop the game. The expected result is a game product that not only entertains but also has educational value regarding the importance of environmental protection.

Keywords: Unity3D, Zombie Hunter Game, 3D Game Design, Video Game, Environment