

Programming a zombie hunter game with Unity3D

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Abstract: In the process of developing increasingly popular mobile game applications, programming a zombie hunter game using Unity3D has been chosen as a Capstone Project topic. This topic aims to address the issue of creating an engaging and captivating gaming experience for users. Through theoretical research on Unity3D and practical implementation, the project's goal is to build a game with a vivid graphical environment and creative gameplay. The expected outcome of this topic is not only to provide the mobile gaming community with a new product but also to contribute to enhancing game programming skills and developing students' problem-solving abilities.

Keywords: Unity3D, Zombie Hunter Game, Game Development, Graduation Project