

Research on Unity technology for designing and building racing games on electronic computers.

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Abstract: This topic aims to research and apply Unity technology to develop a professional racing game system for computers. The practical context has shown an increasing demand for video games, especially the racing genre. The project will focus on designing and building an intuitive user interface and appealing graphical effects. The research methodology includes theoretical analysis of Unity and experimentation to implement the game system. The expected results from this topic not only provide a high-quality entertainment product but also contribute to the development of game programming skills for students and game developers in general.

Keywords: Unity, racing game, graphic design, electronic computer, game development