

Build a plane shooting game using Unity

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Abstract: This topic focuses on building an electronic airplane shooting game system with educational and entertainment goals. In the current context, the development of mobile game applications is increasingly emphasized to provide enjoyable experiences for users. The objective of this topic is to design and implement an electronic game based on the Unity platform, aiming to improve programming skills and 3D graphic design. The research method includes synthesizing theoretical knowledge about game design and applying it to the product development process. This project hopes to provide users with a healthy gaming experience while contributing to the development of the electronic game industry.

Keywords: Unity, game design, game development, programming skills, 3D graphics