

Research on Unity technology and development of a 3D warrior game application

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Abstract: This topic focuses on researching Unity technology to develop a 3D game application called Warrior. The reason for choosing this topic lies in the increasing popularity of Unity in the field of video game development, while also reflecting the current demand for entertainment and learning through games. The main objective is to design and build a highly interactive 3D game application for entertainment and educational purposes through in-game activities. The research method adopts a combined approach of theory and experimentation, including analysis of Unity technology, interface design, and integration of educational elements into the game content. The significance of the topic lies in contributing to the diversification of 3D game products on the market, while providing a model for learning through game applications. The expected result is a high-quality game product that meets user needs.

Keywords: Unity, 3D game, Warrior, game development, game-based education