

Design and build the Actact Monster game on Unity

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Abstract: In the context of the booming mobile game industry, this topic focuses on designing and building a video game called Actact Monster using the Unity engine. The research aims to solve the problem of creating a highly creative game product with good graphics and gameplay quality. The research method combines game design theory with practical application development on Unity. The expected result is the successful development of the Actact Monster game, contributing to the knowledge base of game studies and providing entertainment for users.

Keywords: Game design, Unity, Video games, Graphics engineering, Gameplay