

Research on Unity technology and platform game development

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Abstract: In the increasingly developing context of the video game industry, research on Unity technology for designing and building a platform game is considered necessary. This project aims to build a game system based on the Unity platform to experience diverse game genres. Approaching through a combination of theoretical research and experimentation, the project hopes to make important contributions to the development of game content and programming skills, while also expanding understanding of Unity technology in the game industry.

Keywords: Unity, game platform, video game industry, game design, programming skills