

Build the "Flappy Anime" game using Unity.

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Abstract: Research and design of the 'Flappy Anime' electronic game based on the Unity platform, aiming to develop an entertainment application while providing a learning experience through anime visuals. This topic combines theoretical research on game design with experimentation during the development process. Design principles and Unity tools are utilized to create an engaging gaming environment, while ensuring appropriate interaction and suitable informational content. Expected results include providing an innovative solution for users and contributing to the field of electronic games.

Keywords: Unity, Game design, Flappy bird, Anime, Unity3D