

Building a 3D RPG game using Unity technology

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Abstract: In the context of the rapid development of the video game industry, this topic aims to address issues of performance and flexibility in the 3D game development process through the application of Unity technology. The project will combine theoretical research with experimentation to build a diverse RPG game system. The approach is based on analyzing market needs, designing user interfaces, and implementing game functions. The expected outcome is to provide the game development community with a more efficient platform for creating unique and engaging 3D content, thereby making a significant contribution to the advancement of the information technology industry.

Keywords: Unity, 3D Game, RPG, Video game development, Information technology