

Developing an Iron Man game on Unity

Hoang Dinh Bang

Abstract: This project aims to develop an Iron Man-themed video game using the Unity platform, meeting the entertainment and educational needs of users. Through theoretical research on game design and practical project implementation on Unity, the author has built an interactive game system with an engaging interface. The approach includes requirement analysis, game model design, and application development. The expected results provide practical value by offering an effective game development solution for beginner game developers.

Keywords: Game development, Unity, Iron Man, Game design, Video games