

Building a Robot Game on Unity

Nguyen Minh Chau

Abstract: This topic focuses on building a robot game using the Unity engine. The practical context requires the development of interactive applications with humans through video games to enhance information absorption and entertainment. The objective of the topic is to design, implement, and test an automated game system on the Unity platform with the aim of solving the problem of optimizing the gaming experience for users. The research method combines game learning theory with experimentation to develop effective gameplay. The expected results from the topic will contribute to the understanding of game design and can be applied in various other interactive applications.

Keywords: Unity, Game development, Robotics, Video games, Application development