

# **Build a VR game protecting the galaxy using Google Cardboard.**

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**Abstract:** In the context of the increasing demand for Virtual Reality (VR) experiences in educational and entertainment applications, this project focuses on building a VR game system aimed at bank protection. The project combines game design theory with the simple deployment technology of Google Cardboard to create a unique user experience. The research method is based on conducting game analysis and design, thereby building and testing system versions. The expected result is a VR application solution suitable for a wide range of users, contributing to the development of programming skills and creativity in the field of educational technology.

**Keywords:** VR game, Google Cardboard, Bank protection, Game design, Virtual reality