

Build the 3D game "The Final Battle" using Unity.

Ngo Hong Thai

Abstract: This topic focuses on building a 3D game called 'The Final Battle', using the Unity engine. The background of the topic stems from the necessity of video games in education and entertainment, especially the type of 3D games that can create an engaging virtual reality experience. The objective of the research is to create a unique digital product, providing players with a realistic combat environment and simulating real-life situations through the use of Unity technology to deploy this application. Through the game development process, the topic applies a theoretical research method combined with experimentation to ensure the effectiveness of the final product. The expected outcome of the topic is not only an engaging game but also a contribution to the development of the information technology industry in creating high-quality digital content.

Keywords: 3D games, Unity, e-learning, virtual reality, simulation games