

Build a 3D "Racing" game

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Abstract: In practice, the demand for entertainment and education through games is increasing. This topic focuses on building a 3D racing game aimed at improving safe driving skills for children and beginners. The research methodology includes market analysis, graphic and gameplay design, combined with experimentation to evaluate the educational effectiveness of the game. The expected result is a product that is both entertaining and useful for learning safe driving skills.

Keywords: 3D game, racing, driving skill education, 3D graphics, experimental