

Build the game "The Gate Keeper" using Unity 3D.

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Abstract: In the context of the increasing application of technology in entertainment and education, this topic focuses on building a video game system named 'The Gate Keeper'. The project's objective is to create a learning environment through gameplay aimed at enhancing players' logical thinking and problem-solving skills. The research method combines theory and experimentation, using Unity 3D as the main tool for game development. The expected outcome of the project is to provide an effective educational entertainment solution, while contributing to the development of digital content in the technical education platform.

Keywords: video games, Unity 3D, educational game