

Build the game "Blade and Blood" using Unity 3D.

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Abstract: In the context of the strong development of the information technology and video game industry, this topic focuses on building a fantasy strategy game called 'Blade and Blood' using the Unity 3D platform. The main goal is to create a new and engaging gaming experience while contributing to improving students' game programming skills. Through the research and implementation process, the topic applies modern game design and development principles combined with experimentation to ensure the stability and performance of the game. The expected result will provide a practical application solution for the video game field, contributing to promoting technological development in the industry.

Keywords: Video games, Unity 3D, Game development