

Building the virtual reality interactive game "Shooting Chickens".

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Abstract: In the increasingly developing context of augmented reality (AR) technology, this topic aims to build an interactive AR game system called 'Chicken Shooting'. The selection of this topic is based on the need for entertainment and learning through virtual reality experiences. The research method includes designing the user interface, programming the game functions, and deploying the application on mobile phones. The project's goal is to create an educational product with entertainment elements to enhance knowledge of AR technology in the wider community. Through this research and development process, the topic expects to contribute to the development of AR technology and expand interactive experience opportunities for users.

Keywords: Augmented Reality (AR), Video Games, User Interface Design