

Build the 3D game "Trust me"

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Abstract: This project aims to build a 3D game called 'Trust me', meeting the entertainment and educational needs in practice. Through theoretical research on game development, user interface design, and integration of interactive features, the project will apply modern technologies to build a game system that is both fun and meaningful. The expected outcome of this project is not only an entertainment product but also a contribution to the dissemination of knowledge through gamification.

Keywords: 3D games, Game development, Interactive feature integration, Knowledge through games, Educational technology