

Unity 3D Engine cross-platform technology application for building Rambo Chibi Game

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Abstract: This topic aims to research and develop a cross-platform online game application based on Unity 3D technology, featuring the character Rambo in a chibi style. The context of the topic is set against the necessity of video games targeting the children's market and new players. The objective is to build a game system capable of running on multiple platforms with an appealing interface, while ensuring compatibility and high performance. The research method combines theory and experimentation to develop a technical model and deploy the application. The expected outcome is not only a game product but also a contribution to expanding the creative capabilities of the Unity 3D Engine in the field of video games.

Keywords: Unity 3D, Multi-platform, Chibi game, Rambo, Game development