

Build the "Obstacle Course" game using Unity

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Abstract: This topic focuses on the design and development process of a video game titled 'Obstacle Course' based on the Unity platform. The reason for choosing this topic is the popularity of mobile games in modern life, while also aiming to meet educational needs through entertainment. The research objective is to build an educational game that can be used to teach physics principles and problem-solving skills. The research method applies a combination of game design theory and direct experimentation during the game development process. The expected outcome of the topic is not only a complete game product but also a contribution to the field of education through new and engaging teaching methods.

Keywords: Unity, Educational Game, Physics, Graduation Project