

Building a 3D Jungle Game on Unity

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Abstract: In the context of increasing depletion of natural resources and the need for environmental protection, this topic focuses on building a 3D educational game 'Green Forest' based on the Unity platform. The objective of the work is to develop a game system that enhances environmental awareness for players, especially children. This research method combines game design theory and direct experimentation to build and test the game. The expected outcome of the topic is to create an effective educational tool that contributes to raising awareness about environmental protection through an engaging 3D experience.

Keywords: Unity, Educational Game, Environmental Protection, 3D Game, Unity Platform