

Build the 1979 Game using Unity.

Vu Van Thien

Abstract: This topic focuses on using the Unity tool to develop a strategy game set in the 1979 period, serving both educational and entertainment purposes. Through theoretical research on game design principles and experimentation with Unity, the article provides an overview of the game development process from concept to deployment. The results of the topic not only provide foundational knowledge for learners but also contribute to the development of digital content in the field of education.

Keywords: Unity, Game 1979, Game Development, Unity Tools, Education through Games