

Build a Zombie Hunter game on Unity

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Abstract: This topic focuses on building the video game Zombie Hunter using simulation in Unity. In the current context, video games are not only a form of entertainment but also play an important role in education and the development of game programming skills. The objective of the topic is to design and develop a game system that meets practical requirements. The research method applied is a combination of game design theory and practical experience. The topic is expected to contribute to the Vietnamese gaming community by creating a high-quality product, providing an interactive and engaging learning environment.

Keywords: Video game, Unity, Zombie Hunter, game design, game development