

Build Game Night Mare using Unity 3D

Nguyen Manh Cuong

Abstract: In the context of increasing demand for entertainment through electronic games and Unity 3D becoming a popular tool in 3D game development, this topic focuses on building the game NightMare. The goal is to design and implement a horror game using Unity 3D to provide a strong emotional experience for players. The research method combines game theory with practical application development. The expected result is a quality game product, contributing to the development of the information technology and entertainment industry.

Keywords: Unity 3D, Horror Game, Video Game Development