

Research and development of some Games using Unity Engine

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Abstract: This topic aims to research and develop several games based on the Unity Engine platform, meeting the diverse needs of the current game market. By combining theoretical research methods with experimentation, the topic hopes to provide effective solutions for game developers. The expected outcome is to create a professional game programming and design system, contributing to improving product quality in the information technology industry.

Keywords: Unity Engine, Game Development, Information Technology, Experimental Research