

Build an adventure game on Unity

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Abstract: In the context of the rapid and diverse development of game development within the information technology industry, building an adventure game on the Unity platform aims to solve the problem of creating an engaging and effective gaming experience. The objective of this project is to design and implement an adventure game with specific technical requirements. The research method combines theoretical knowledge of video games with practical experimentation on Unity. It is expected that completing this project will result in a game product with broad applicability in the entertainment field, while also contributing to the diversity of the Unity game library.

Keywords: Adventure game, Unity, Game design, User experience, Game development