

Learn about Unity technology and build a game

Nguyen Thai Ninh

Abstract: This topic aims to conduct an in-depth study of Unity technology - a powerful game development tool widely used in the video game industry. The objective of the project is to explore the unique features of Unity, from user interface design to performance optimization and integration of advanced modules. Through experimentation, the topic will build a sample game project, aiming to provide the game engineering community with a practical example of how to use this technology. The expected outcome is to enhance professional knowledge and contribute to the development of the video game industry.

Keywords: Unity, Game development, Programming tools, Performance optimization, Advanced modules