

Learn about Unity 3D and building the "Super Running" game.

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Abstract: This study aims to evaluate and apply Unity 3D technology to develop the mobile game 'super Running'. In the current context, with the development of mobile technology, the demand for game applications is increasing. The topic will provide an overview of Unity 3D, a popular graphics platform in the gaming industry, and practice building the 'super Running' game based on it. The research method combines theoretical learning with practical application deployment. The expected result is to provide the game development community with an effective solution for creating attractive and optimized mobile games.

Keywords: Unity 3D, Game Development, Super Running, Mobile, Research and Development