

Build the Flappy Bee game application on the cross-platform game development tool Unity 3D.

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Abstract: Research and development of the Flappy Bee game application using the Unity 3D engine. The project aims to meet the demand for developing high-quality mobile games that are flexible across multiple platforms. Through the design and implementation process, the project applies an academic method combined with experimentation to evaluate product performance. The expected result is a game solution aligned with modern trends, contributing to the diversification of game content in the technology market.

Keywords: Unity 3D, Flappy Bee, mobile game development, cross-platform tool, application research