

Developing mobile game applications using Unity 3D

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Abstract: In the context of the rapidly growing mobile game industry, this topic focuses on developing a visually appealing and engaging game application on the mobile platform using the Unity 3D engine. The objective of the research is to design and implement a game system for both entertainment and educational purposes. Through the experimental process, the topic applies a combination of theoretical research and experimentation to evaluate effectiveness and user experience. The expected outcomes of this project not only contribute to the mobile gaming community but also provide an important technical foundation for developing future applications.

Keywords: Game application, Unity 3D, Mobile platform, Game development, Education