

Build the "Obstacle Course" game using Unity 3D.

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Abstract: In the context of the increasingly popular development of mobile game applications, this topic focuses on building an obstacle-avoidance game on the Unity 3D platform. The objective of the research is to design and implement an effective interactive game system for both entertainment and educational purposes. The method involves a combination of game design theory and experimentation through programming in Unity 3D. The expected result is to provide a creative application product that enhances students' game programming skills while contributing to the field of mobile game development.

Keywords: Unity 3D, Game Design, Graduation Project