

Building a FantasyCard game using Unity technology

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Abstract: In the context of the rapid development of video games, this topic focuses on building a fantasy card game using Unity technology. The goal is to solve the problem of creating a unique and engaging gaming experience for users through the combination of magic card elements and strategy in a 3D space. The research method includes both theoretical research related to card games and practical implementation of the project on the Unity platform. Through this, the topic aims to contribute a novel product to the video game field while enhancing students' game design skills.

Keywords: Fantasy card game, Unity technology, gaming experience, 3D strategy, video game development