

Applying Unity technology to build a 3D big fish eats small fish game.

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Abstract: This topic aims to research and apply Unity technology to develop a 3D game system simulating the 'big fish eat small fish' process. The context of the topic is based on the increasing demand of players for 3D games with unique gameplay. The main objective is to build a fun and educational 3D game platform that enhances players' ability to distinguish sizes and improves their quick reaction skills. The research method combines game development theory with Unity-based experimentation. The topic is expected to make a significant contribution to the field of 3D electronic games, while providing a useful entertainment-education solution.

Keywords: Unity, 3D game development, simulation, reaction skills