

Build the 2D action game "Chinos' Adventure" for Mobile on Unity.

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Abstract: This topic focuses on building a 2D action game 'Chinos' Adventure' for mobile devices, developed on the Unity platform. The background for choosing this topic is based on the current demands of the game market and the trend of developing visual games on compact mobile devices. The main objective is to design and implement a unique gameplay system to provide an entertaining experience for users. The research methodology includes synthesizing information from existing documents, designing the game infrastructure, and conducting test versions to determine game performance. The expected result is a high-quality game product with creativity, contributing to the diversification of the mobile game market.

Keywords: 2D action game, Unity, Mobile game, Gameplay design, Game development research