

Building a shooter game using 3D design and programming technology.

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Abstract: In the context of the rapid development of game technology, this topic focuses on building a shooter game through 3D design and programming. The main goal is to create a vivid and engaging gaming experience based on the operational principles of characters in a three-dimensional environment. The research methodology includes evaluating modern technologies, developing game models, and deploying applications on popular platforms. This topic not only provides high entertainment value but also contributes to the development of the Vietnamese game industry.

Keywords: shooter game, 3D design, 3D programming, vivid game, game technology