

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

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Abstract: In the context of rapidly developing information technology, building entertainment applications such as video games is becoming increasingly important. This topic focuses on developing a spaceship game using 3D design and programming technology. The objective of the topic is to create an entertainment product that is both fun and highly educational, helping users enhance logical thinking skills and quick reflexes. The research methods applied include studying modern 3D technologies, designing game interfaces, and implementing code to build a complete game. The expected outcome of the topic is a product that can be widely used in the field of digital education and entertainment.

Keywords: Spaceship game, 3D technology, graphic design, game programming, educational application