

Research on movement techniques in games, application to building movement in roller skating games

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Abstract: In the context of the increasingly developing mobile game industry, researching movement techniques to create realistic and engaging gaming experiences is an unavoidable necessity. This project aims to design and develop a roller skating movement simulation system for video games. Through theoretical research on movement, we apply a combination of mathematical modeling and experimental techniques to build effective algorithms for generating accurate and appealing roller skating movements. The expected outcome of the project is to provide a unique roller skating movement simulation system that can be integrated into various video games, thereby contributing to enhancing the quality of the gaming experience for users.

Keywords: Patin movement, game technique, motion simulation