Research question for Sea-Watch game under Unity

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1 criteria

1.1 limited

Narrows the topic of Unity

1.2 relevant

Suitable for our project content

1.3 complex

quite a bit of work to answer

1.4 in one sentence

Summarizes the whole project and expresses the purpose of the project

1.5 made open

Long answers are required, "yes" "no" cannot be used

2 research question

2.1 How to develop an interactive game on Unity?

2.2 How to develop an interactive game "Sea Watch" based on IT Learning and Unity3D

2.3 What are the main points of the interactive game, the problems and solutions during the development?

2.4 How to implement an IT-based learning app on Unity

2.5 How to use unity to design and implement IT-based learning game