

HA NOI UNIVERSITY OF SCIENCE AND TECHNOLOGY

GRADUATION THESIS

Funny Zoo - A Casual Game Built With Unity

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HA NOI, 06/2022

ACKNOWLEDGMENTS

Words cannot express my gratitude to D.C.Sc. Nguyen Thanh Hung for his detailed guidance, immeasurable patience and feedback. I also could not have undertaken this journey without my defense committee, who generously provided knowledge and expertise.

I am also very grateful to all the lecturers at Hanoi University of Science and Technology, especially the lecturers in the Information and Communications Technology institute because of all the valuable and interesting knowledge and skills as well as hands-on experiences in my five academic years. I found these knowledge and skills so useful and practical in my career and my life as well.

I am also grateful to my classmates for their editing help, late-night feedback sessions, and moral support.

ABSTRACT

Mobile gaming has become a vital part of modern life. People around the world spends hours of their daily life playing mobile games, from a student who plays co-operative games with friends in the break, to a worker who is traveling to work on the train and want something to kill time. As the requirement for gaming increase, more and more games are being published everyday. Though some of the games are well refined with high quality and content, a large number of other games being published on app store are just cloned from the top games of the market, with identical gameplay, poor design, less refinement and full of ads. Those games are a huge annoyance to the players and making them to turn away with mobile game products. In order to gain back the trust of the mobile game player, as well as bringing them relaxing and enjoyable moment, this graduation thesis will aim to make a mobile casual game with carefully designed theme, high quality content and remarkable game play that will satisfy even the strictest players. The product will be developed using a fully featured game engine and a proper workflow so as to maximize the productivity as well as minimize the development time, but still ensure the quality of the game itself. The final products of this graduation thesis will be a complete game with easy-to-catch-up game mechanic, detailed game design and with average game session in order to be suitable for a wide range of mobile game players.

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