Creating advanced-level 3D games for memory improvement on mobile devices involves a combination of game development techniques and optimizing your game. Here are some steps to get you started:

1. **Choose a Game Engine**:
   - **Unity 3D**: Unity is a popular choice for mobile game development. It provides a robust framework for creating 3D games.
   - **Unreal Engine**: Another powerful engine with high-quality graphics capabilities.
2. **Learn Game Development Basics**:
   - Understand core game mechanics (movement, shooting, inventory).
   - Study 3D modeling, animation, and texturing.
3. **Design Your Game**:
   - **Conceptualize**: Define your game's concept, genre, and target audience.
   - **Level Design**: Create engaging levels with balanced difficulty.
   - **User Interface (UI)**: Design intuitive menus and HUD elements.
4. **Create 3D Models and Assets**:
   - Use software like **Blender**, **Maya**, or **3ds Max** to create 3D models.
   - Optimize models for mobile performance (low-poly, efficient textures).
5. **Optimize for Mobile**:
   - **Texture Atlasing**: Combine textures into atlases to reduce draw calls and memory usage.
   - **Read/Write Enabled**: Disable this option for textures to save memory.
   - **Profile Early**: Use the Unity Profiler to identify performance bottlenecks.
   - **Test on Target Devices**: Profile on actual devices (iOS, Android) for accurate insights.
6. **Implement Gameplay Mechanics**:
   - **Physics**: Implement realistic physics for objects and characters.
   - **AI**: Create challenging opponents with smart behavior.
   - **Sound Effects**: Add immersive audio cues.
7. **Test and Iterate**:
   - Regularly test your game on different devices.
   - Optimize code, shaders, and assets based on profiling results.
8. **Monetization and Publishing**:
   - Decide on monetization (ads, in-app purchases, premium content).
   - Publish your game on app stores (Google Play, App Store).