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Mobile Game Development Using Unity Engine

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Abstract. Unity is a popular game development platform. Various industries are inspired by it and this can be a positive impact on the learning motivation, career growth and job opportunities. The aim of this paper is to develop and implement a 3D game application for education promoting through innovation and digital skills. The game consists of two parts. The first part of the developed application is a maze that the player must overcome. In this labyrinth the player has to collect a certain number of specific bags that contain pieces of the needed puzzle. The second part is a puzzle that the player begins to arrange. If the puzzle is arranged correctly, then the player can read an interesting fact about what is seen on the picture. The theme given on the picture is an educational theme and its main aim is to develop the educational and mental abilities of the players who may also be students. The game is suitable for a wide range of potential players as it can be interesting and educational for children, teenagers and even adults.

Keywords: Game Development · Unity Game Engine · Image Processing and Visualization

1 Introduction

With the rapid development of computer technology, the interest in many related industries is increasing [1]. Nowadays, the mobile phone is very popular as the trend is more and more people to play games on their mobile phones. A mobile game can be described as a simple smartphone game that includes graphics, interactions and controls [2–5]. There are different types of computer games: strategic, adventure, simulation, serious and others. In this paper, we present the methodology of developing a game that can be