

THE USE OF MODERN INFORMATION TECHNOLOGIES FOR CREATING VIDEO GAMES

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At the Department of Information and Computer Technologies of the Kyiv National University of Technologies and Design, the authors have developed a prototype IT product a video game. For the development of the software product, the multi-platform tool Unity was chosen, known for its flexibility, wide range of tools, and support for various technologies, making it ideal for both beginners and experienced developers [1].

Game characters (Fig. 1) and game attributes (Fig. 2) were created using Blender software [2].



Figure 1 – Enemy

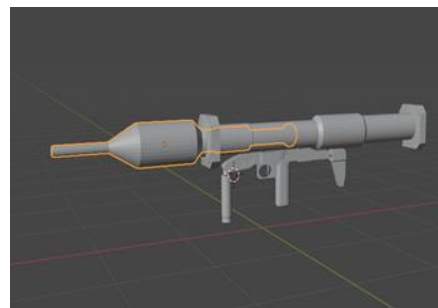


Figure 2 – Panzerfaust weapon

This approach allows for creating diverse gameplay, realistic objects, and characters, and animating them using animation and programming. The result of implementing the software prototype of the product is shown in Fig. 3.

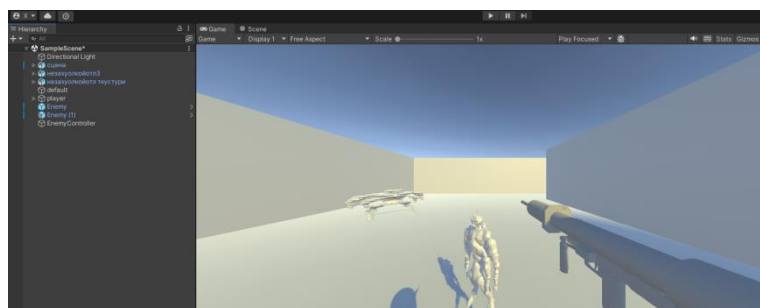


Figure 3 – Unity Project Screenshot

Unity and Blender interact well with each other. Unity supports importing files created in Blender, allowing users to create their own 3D models, animations, and textures in Blender and easily integrate them into their Unity projects.

References:

1. Manning, J., Batfield-Addison, P. (2017). Unity for Developers: Mobile Cross-Platform Games. 352 pages.
2. Blender. Retrieved from <https://www.blender.org>.