

The Untitled Horror Game Experience

-By Samik Bhatia

Tools Used-

1. Unity
2. C#
3. Blender
4. Visual Studio
5. iPhone 14 Plus
6. Chat GPT
7. Various websites for assets, sounds, etc.

About the Project-

- A Horror-like experience made in Unity, focuses on providing the player with a basic puzzle to solve in a ruined bathroom, with enhanced graphics and interactions.
- This game has been coded in C#, with 1000+ lines of code
- Uses different free-to-use non-copyrighted sounds, plus some sounds that were recorded by an iPhone 14 Plus device.
- Uses textures that were downloaded from external free texture websites, or captured by an iPhone 14 Plus device.
- Uses Visual Studio to maintain the various scripts separated by the different logics used (Player movement, Light Flickering, etc.) and the backend code of the game.
- Used Chat GPT to guide through the process of making this complex project, and overall enhancing the behaviour of the code and the time-complexity it had.

Screenshots-

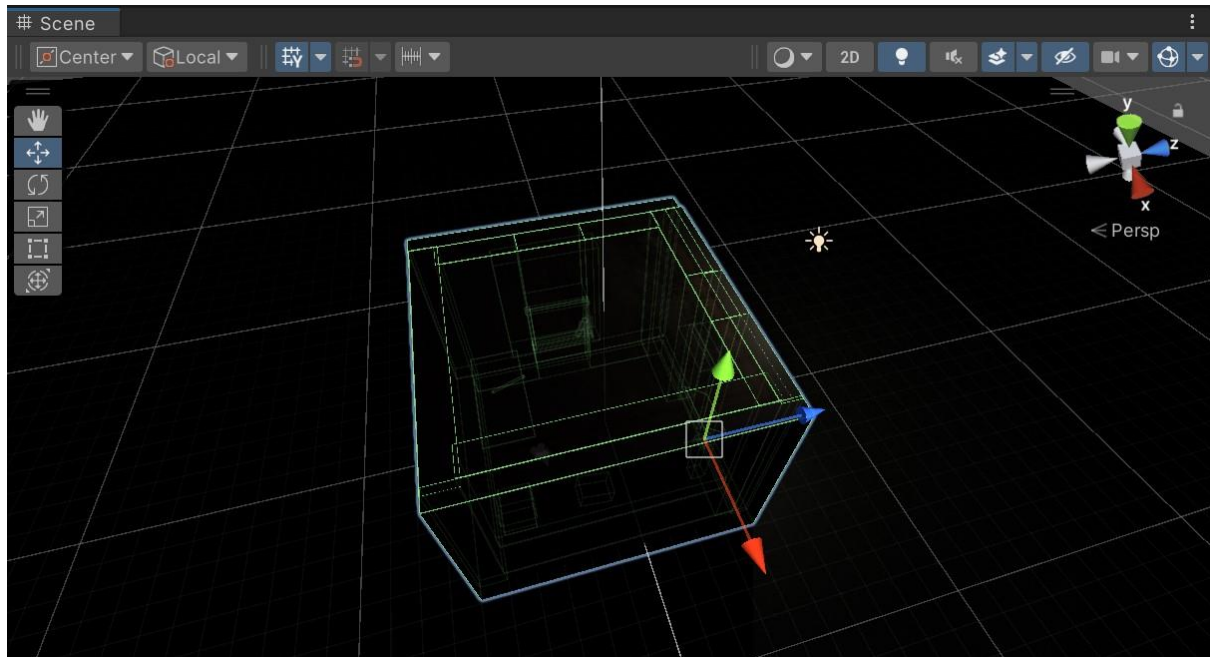


Fig 1- Blueprint of the Structure of Bathroom

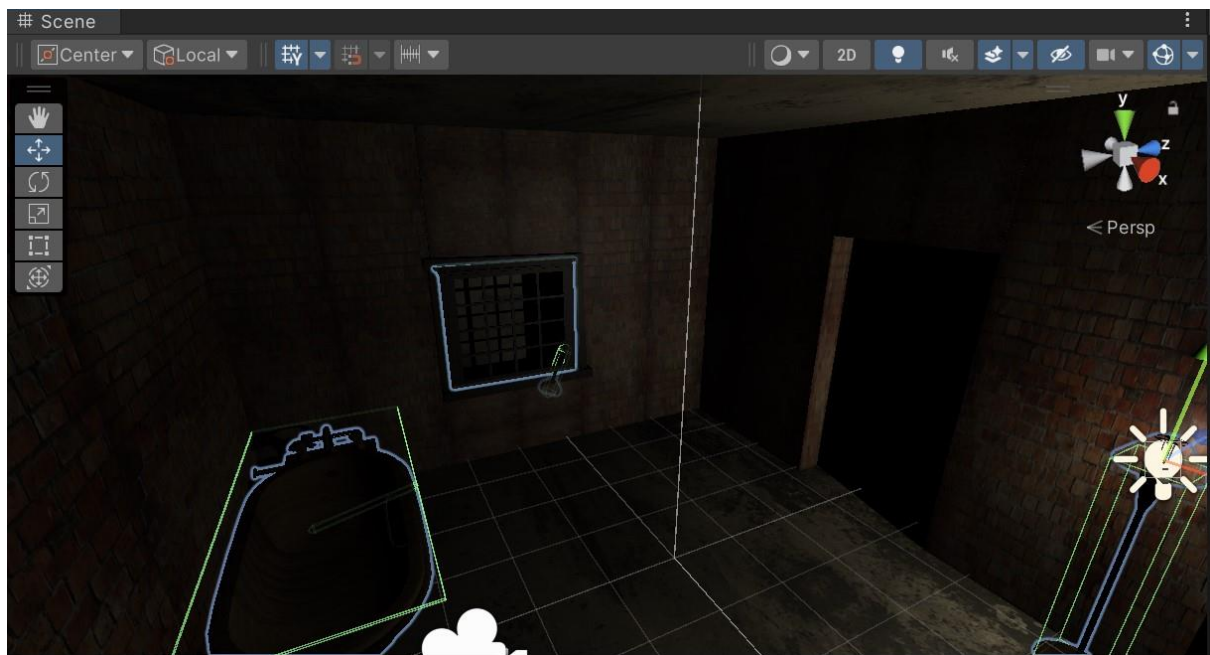


Fig 2- Interior Design of the Bathroom

```
PlayerCar.cs PlayerMovement.cs PauseManager.cs DoorInteraction.cs ToiletInteraction.cs Interactable.cs GameStartSequence.cs ObjectInteraction.cs LightFlicker.cs
Assembly CSharp
9 public GameObject interactionPrompt;
10
11 // Unity Message | 0 references
12 private void Update()
13 {
14     if (Input.GetKeyDown(KeyCode.E) || Input.GetMouseButtonDown(0))
15     {
16         Debug.Log("Pressed E or Clicked");
17         if (Physics.Raycast(transform.position, transform.forward, out RaycastHit hit, interactDistance))
18         {
19             Debug.Log("Object Hit");
20             GameObject obj = hit.collider.gameObject;
21             if (obj.CompareTag("Interactable"))
22             {
23                 Debug.Log("Is Interactable");
24                 if (obj.TryGetComponent<Interactable>(out var interactable))
25                 {
26                     Debug.Log("Calling Interactable function");
27                     interactable.OnInteract();
28                     interactionPrompt.SetActive(false);
29                 }
30             }
31         }
32     }
33     else
34     {
35         if (Physics.Raycast(transform.position, transform.forward, out RaycastHit hit, interactDistance))
36         {
37             GameObject obj = hit.collider.gameObject;
38             if (obj.CompareTag("Interactable"))
39             {
40                 interactionPrompt.SetActive(true);
41             }
42         }
43     }
44 }
```

Fig 3- C# Script used for Object Interaction



Fig 4- Texture used in the Bathroom (captured by iPhone)

Name	Date modified	Type	Size
Horror Game_Data	18-01-2024 22:57	File folder	
MonoBleedingEdge	18-01-2024 22:57	File folder	
Horror Game	30-12-2023 23:23	Application	651 KB
UnityCrashHandler64	30-12-2023 23:23	Application	1,089 KB
UnityPlayer.dll	30-12-2023 23:23	Application extension	30,000 KB

Fig 5- Unity Build of the Project



Fig 6- Gameplay Screenshot