



ECOLE NATIONALE SUPÉRIEURE D'INFORMATIQUE ET D'ANALYSE DES  
SYSTÈMES - RABAT

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**Unity Project:  
Internet Addiction Awarness Game**

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# Chapter 1

## General Context

Game Development is the art of creating games and describes the design, development and release of a game. It may involve concept generation, design, build, test and release.

While you create a game, it is important to think about the game mechanics, rewards, player engagement and level design.



A game developer could be a programmer, a sound designer, an artist, a designer or many other roles available in the industry.

Game Development can be undertaken by a large Game Development Studio or by a single individual. It can be as small or large as you like. As long as it lets the player interact with content and is able to manipulate the game's elements, you can call it a 'game'.

### 1.1 Game Engines

Many developers choose to develop a game using a Game Development Engine.

Game Engines can make the process of creating a game much easier and enable developers to reuse lots of functionality. It also takes care of rendering for 2D and 3D Graphics, physics and collision detection, sound, scripting and much more.

Some Game Engines have a very steep learning curve such as CryEngine or Unreal Engine. Yet, other tools are very accessible to beginners and some do not even need you to be able to write code to create your game, e.g. Construct 2.

The Unity Game Engine ranges somewhere in the middle, while it is beginner friendly, some popular and commercial games have been built using Unity (e.g. Overcooked, Superhot).

The BuildBox game engine is basically for developing hypercasual games. For our game we are using Unity game Engine.



## 1.2 Topic of the game

### 1.2.1 Internet Addiction definition

Internet addiction is when a person has a compulsive need to spend a great deal of time on the Internet, to the point where other areas of life (such as relationships, work or health) are allowed to suffer. The person becomes dependent on using the Internet and needs to spend more and more time online to achieve the same 'high'.

There is a range of behaviours that can be referred to as Internet addiction. Other terms for this addiction include Internet addiction disorder (IAD) and net addiction.

### 1.2.2 Signs of Internet addiction

According to the American Psychiatric Association, Internet addiction can include three or more of the following:

- 1-The user needs to spend ever-increasing amounts of time online to feel the same sense of satisfaction.
- 2-If they can't go online, the user experiences unpleasant withdrawal symptoms such as anxiety, moodiness and compulsive fantasising about the Internet. Using the Internet relieves these symptoms.

- 3-The user turns to the Internet to cope with negative feelings such as guilt, anxiety or depression.
- 4-The user spends a significant amount of time engaging in other activities related to the Internet (such as researching internet vendors, internet books).
- 5-The user neglects other areas of life (such as relationships, work, school and leisure pursuits) in favour of spending time on the Internet.
- 6-The user is prepared to lose relationships, jobs or other important things in favour of the Internet.



This game helps to overcome internet addiction by giving to the players pieces of advice along side enjoying the game.

## Chapter 2

# Game Guide

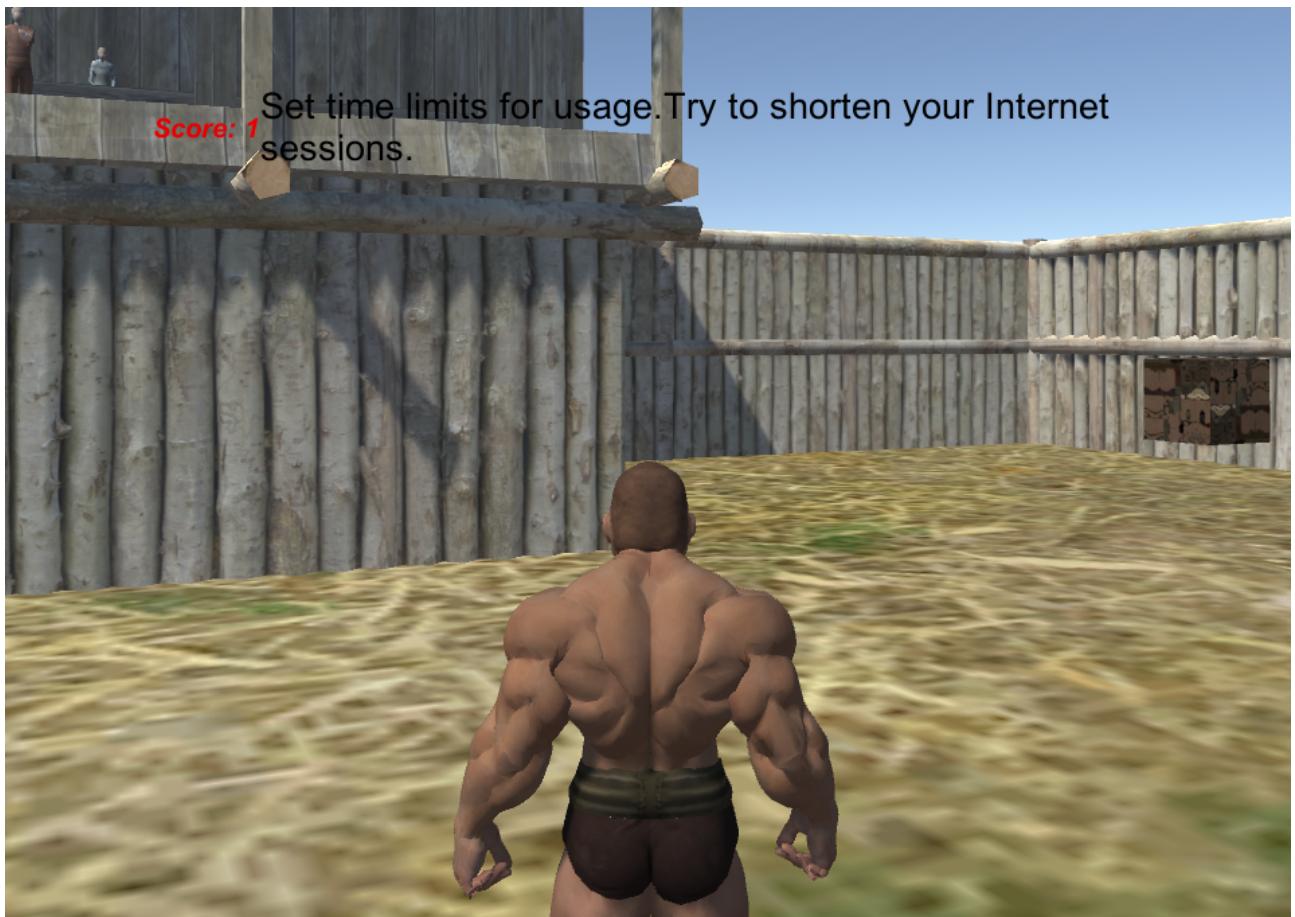
When we open the game we see the following screen:



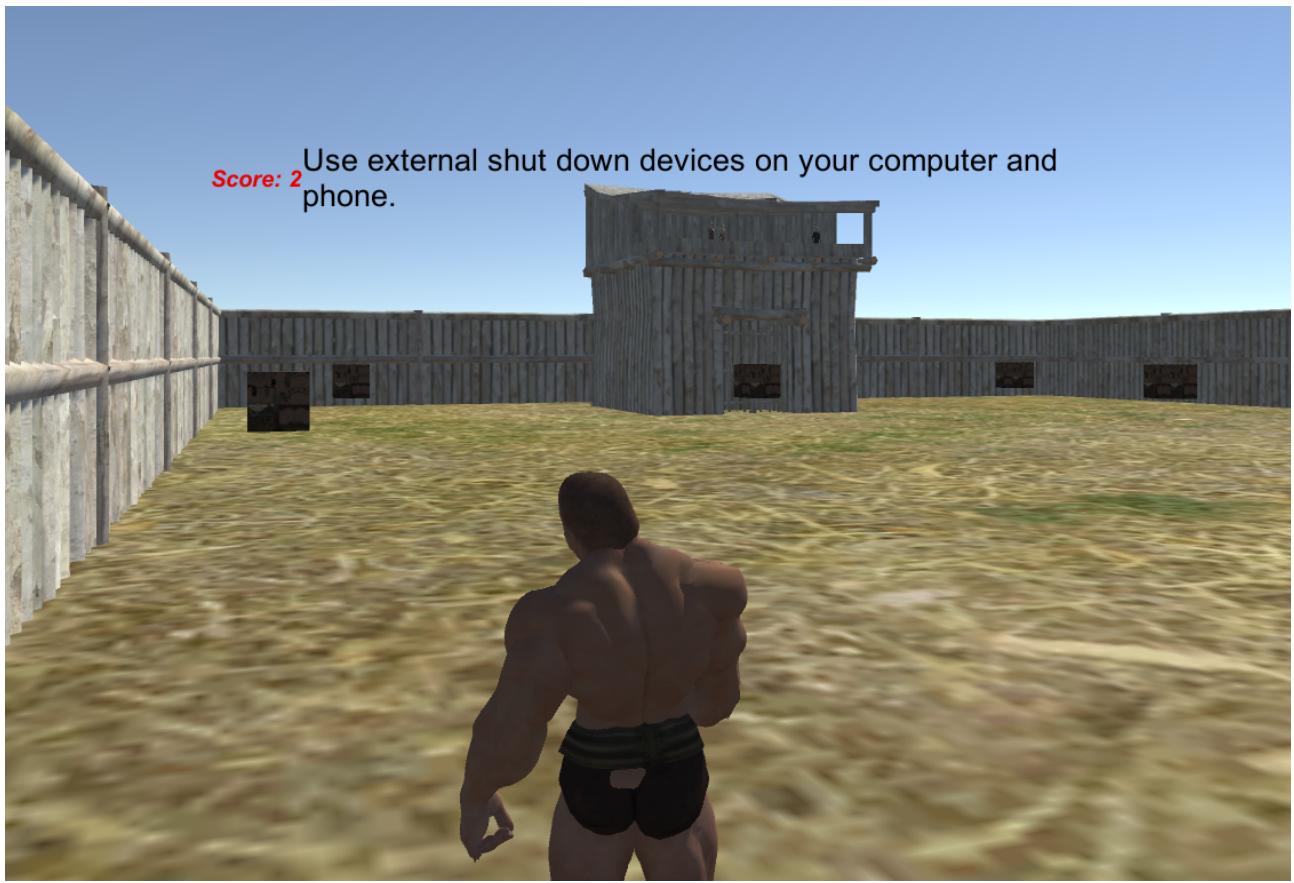
In this screen we can see our Player, a note that describes the game, the arena of the game, and some boxes. There are 8 boxes in total, the Player needs to collect all of them to win the game. Here in this picture we can see our player in front of the box.



We the player touch the box it disappear, and then an advice appear in the game in black. We see also the score of the game , it increases whenever the player collects a box.



here we can see other boxes that our player needs to collect.



Another advice that the player should read about Internet addiction.



In the end , after the player collects all the boxes, a message appear in front of him telling us that we completed the game,"You Win".

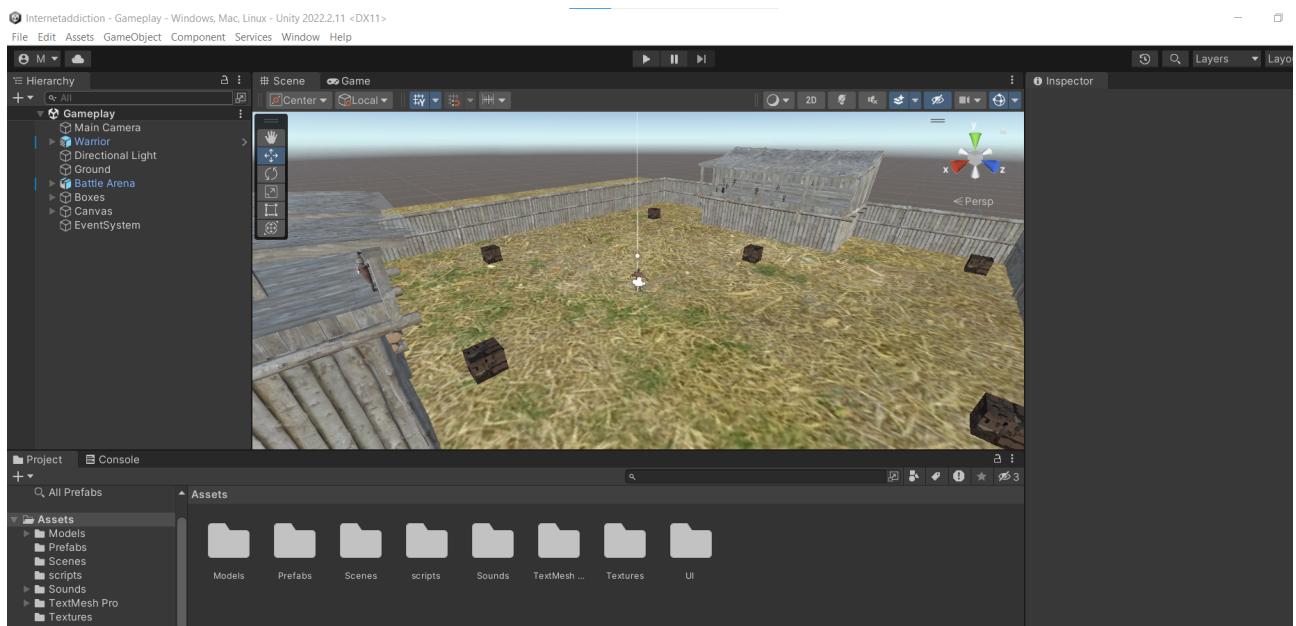


As we can see the score=8.

# Chapter 3

## Game Structure

Here we can see our game in unity, all of our assets and all of the windows(Inspector, hierarchy,...).



here we can see all of our scripts that I used in this game: PlayerMove, Tags, CameraFollow, CharacterAnimations.

A screenshot of the Unity Editor's code editor. The tabs at the top show CharacterAnimations.cs, Tags.cs, CameraFollow.cs, and PlayerMove.cs (which is currently active). The code editor displays the following C# script for PlayerMove.cs:using System.Collections;
using System.Collections.Generic;
using UnityEngine;
using UnityEngine.UI;

public class PlayerMove : MonoBehaviour
{
 private CharacterController charController;
 private CharacterAnimations playerAnimations;

 public float movement\_Speed = 3f;
 public float gravity = 9.8f;
 public Text countText;
 public float rotation\_speed = 0.15f;
 public float rotateDegreesPerSecond = 180f;

 public float vitesse;
 private Rigidbody rb;
 public Text winText;
 public Text advice1;
 public Text advice2;
 public Text advice3;

This is the Tags script, here I defined all the constant that I used in other scripts from the parameters in unity .

```

1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4
5  public class Axis
6  {
7      public const string VERTICAL_AXIS = "Vertical";
8      public const string HORIZONTAL_AXIS = "Horizontal";
9  }
10
11 public class Tags
12 {
13     public const string PLAYER_TAG = "Player";
14 }
15 public class AnimationTags
16 {
17     public const string WALK_PARAMETER = "Walk";
18     public const string DEFEND_PARAMETER = "Defend";
19     public const string ATTACK_TRIGGER_1 = "Attack1";
20     public const string ATTACK_TRIGGER_2 = "Attack2";
21 }

```

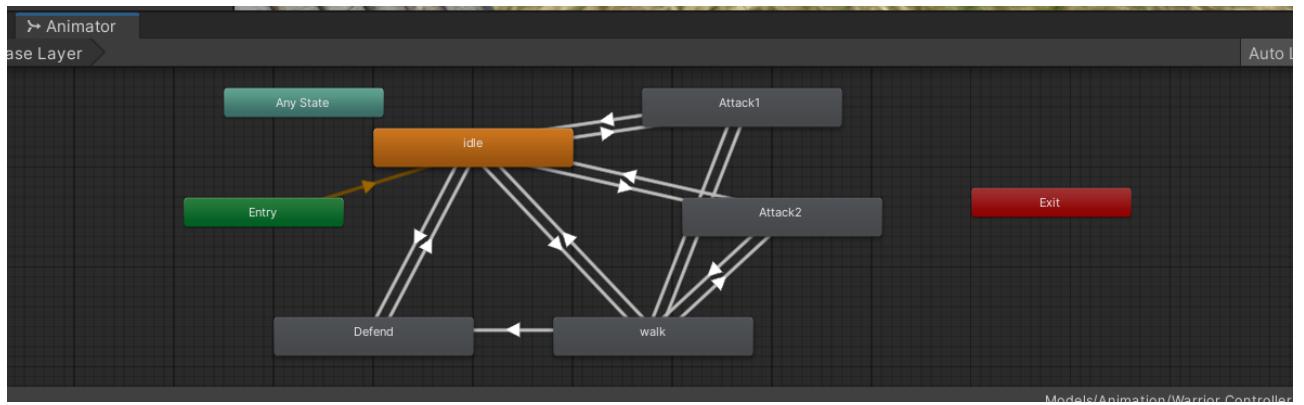
This is the script CameraFollow, it is used to allow the camera to follow the player.

```

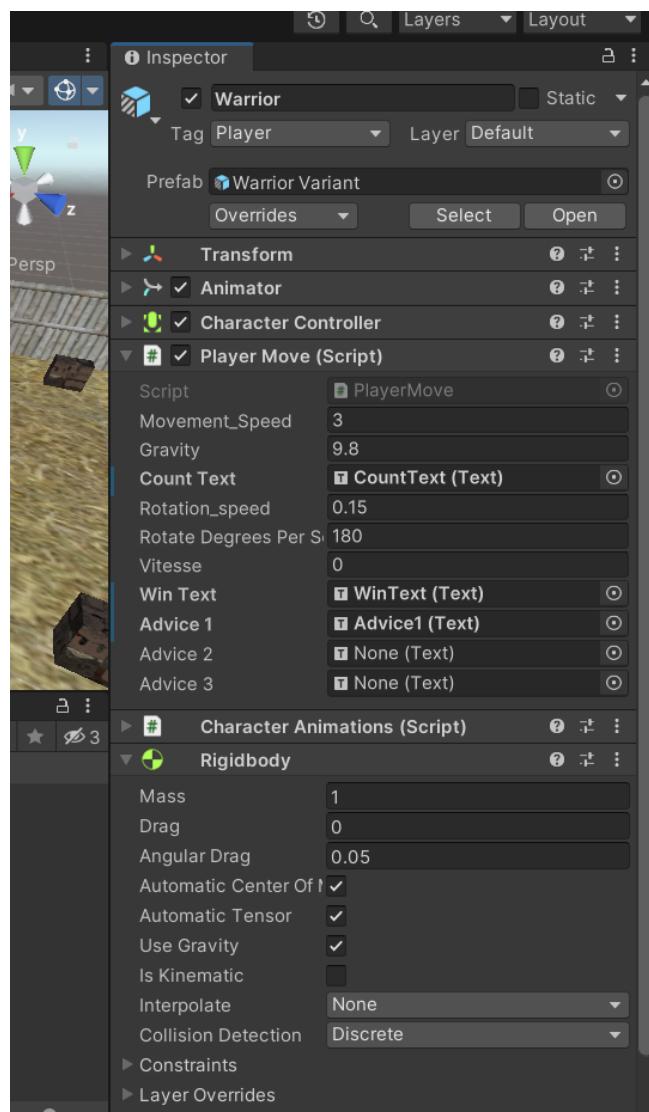
1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4
5  public class CameraFollow : MonoBehaviour
6  {
7      private Transform target;
8      [SerializeField]
9      private Vector3 offsetPosition;
10     void Awake()
11     {
12         target = GameObject.FindGameObjectWithTag(Tags.PLAYER_TAG).transform;
13     }
14
15     // Update is called once per frame
16     void LateUpdate()
17     {
18         FollowPlayer();
19     }
20     void FollowPlayer()
21     {
22         transform.position = target.TransformPoint(offsetPosition);
23         transform.rotation = target.rotation;
24     }
25 }

```

This is the Animator panel where we used to animate the walk.



This is the Inspector panel of our player, we can see the script PlayerMove connected to it.



## **Chapter 4**

## **Conclusion**

I used to develop this game the 3D Beginner tuto 2, it was such an amazing ride to develop this game, and I learned so much from this. The Game Engine is Unity and I learned pretty much about it and how to use it.