



## Immersive VR Horror Game

Category of Project- VR

Academic Year: 2023-24

### INTRODUCTION

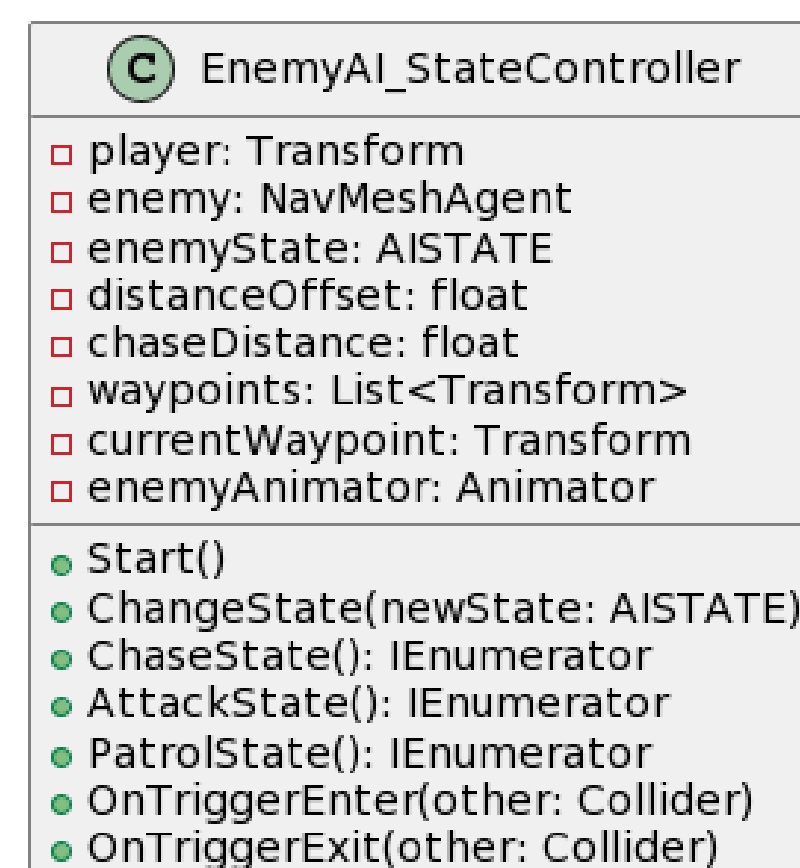
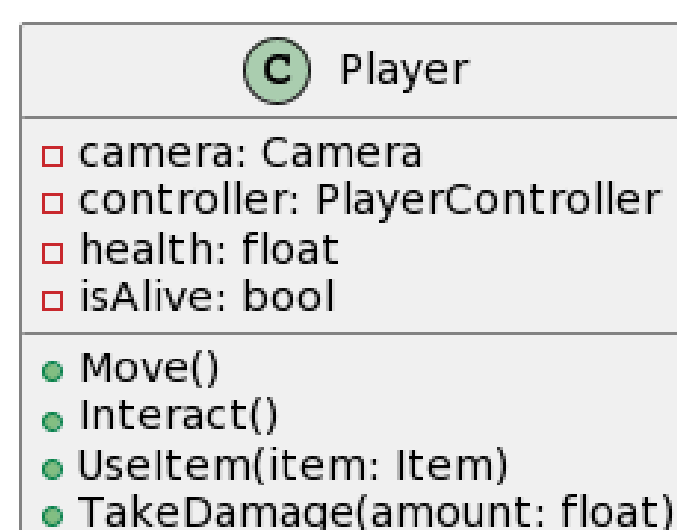
Promoting the concept of **Virtual Reality (VR)**, an upcoming technology allowing users to experience a simulated environment and create immersive and interactive experiences.

### OBJECTIVES

- Promote VR technology using the medium of gaming.
- Create a VR game that features the capability of VR which fully immerses players in a captivating virtual world.
- Foster a connection between the user and the virtual environment through compelling storytelling and engaging experiences.
- Develop user-friendly and intuitive VR interactions to enhance accessibility and ensure a seamless gaming experience.
- Implement quality graphics and environmental elements to enhance the sense of presence and visual immersion

### FEATURES

- Player Movement
- Immersive Storyline
- Intuitive Controls
- Simulated Environments
- Jump Scares
- High Replayability
- Surrounding Sounds
- AI Entities
- Animation States
- Logic and Puzzles
- Health Mechanics
- Inventory System
- Save and Load System
- User Interface (UI)
- Pause Menu
- Realistic Graphics



### CONCLUSION

A full immersion in the virtual horror world, experiencing realistic environments, responsive interactions and a compelling narrative and exhibit strong emotional reactions, including fear, suspense, surprise, indicating the effectiveness of horror elements.

### REFERENCE

Ntokos, Konstantinos. "Level of fear": Analysis of fear spectrum into a tool to support horror game design for immersion and fear." An International Journal (CGDEIJ) 1, no. 33-43 (2018).