**CERTIFICATE**

This is to certify that the project entitled “ **VR Horror Game** ” is a bonafide work of “**Ritvik Babre - 5 , Hitesh Behera - 6 , Shruti Sabbani – 50 , Swapnil Yadav - 67**”submitted to the University of Mumbai in partial fulfillment of the requirement for the award of the degree of **“Bachelor of Engineering”** in **“Information Technology”**.

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**Project Report Approval for B.E.**

This project report entitled ***VR Horror Game*** by ***Ritvik Babre - 5, Hitesh Behera - 6, Shruti Sabbani - 50, Swapnil Yadav - 67*** is approved for the degree of Bachelor of Engineering in **Information Technology.**

Examiners

1.---------------------------------------------

2.---------------------------------------------

Date:

Place:

**DECLARATION**

We declare that this written submission represents our ideas in our own words and where others' ideas or words have been included, we have adequately cited and referenced the original sources. We also declare that we have adhered to all principles of academic honesty and integrity and have not misrepresented or fabricated or falsified any idea/data/fact/source in my submission. We understand that any violation of the above will be cause for disciplinary action by the Institute and can also evoke penal action from the sources which have thus not been properly cited or from whom proper permission has not been taken when needed.

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Thanking You.

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**ABSTRACT**

Virtual reality offers a unique and immersive experience that allows users to interact with digital environments in a way that feels incredibly realistic. VR provides a sense of presence and immersion, allowing users to feel like they are physically present in a virtual environment.

Games can be single-player or multiplayer, and they often involve challenges, objectives, or narratives for players to engage with. Gaming is a powerful tool for promoting virtual reality technology because through VR gaming, users can experience firsthand the sense of presence and immersion that VR offers, leading to greater interest and enthusiasm for the technology.

The horror genre has established popularity among gamers makes it a strategic choice for promoting VR, as it attracts a dedicated fan base eager to explore new and thrilling experiences. Virtual reality (VR) horror games offer an unparalleled immersion by leveraging first-person perspective, realistic graphics, and interactive gameplay. Through immersive environments, we aim to showcase the transformative potential of interactive computing. Players experience the game world through the eyes of the protagonist, enhancing the feeling of presence and intensifying the horror experience. This VR horror game offers an approachable entry point into the immersive world of virtual reality

The VR Horror Game is built on Unity Game Engine, where we have utilized 3D models for environments, AI enemy, and objects. These models are animated to add movement and life to the game world, including character animations, object interactions, and environmental effects. The enemies will have advanced behaviors such as patrolling, chasing, and attacking the player, adding to the challenge and tension of the game. We're implementing a system to dynamically spawn items and objects throughout the game world. This includes tools, keys, and other essential items needed to progress through the game and overcome obstacles. The game contains a variety of sound effects and environmental sounds to enhance immersion and atmosphere. This includes footsteps, distant screams, environmental sounds and other auditory cues to heighten tension and suspense. We're implementing a quest system to provide players with objectives and goals to complete throughout the game. These quests may involve finding key items and surviving encounters with enemies. Victory conditions are defined based on completing all quests and achieving the ultimate goal of survival.