For my school final, I took on the challenge of developing a Five Nights at Freddy's-inspired horror game in under 37 hours. This project required intense focus, rapid prototyping, and efficient problem-solving to bring a functional and immersive survival horror experience to life within a strict time constraint.

I used Unity to build the game, incorporating key elements of the FNaF formula, such as limited player movement, resource management, and AI-driven enemy behavior. One of the primary challenges was designing an effective AI system that made the animatronics unpredictable, creating a sense of tension and urgency. I implemented path-finding algorithms, state machines, and randomized patterns to ensure that each playthrough felt unique and challenging.

To enhance the horror atmosphere, I designed a dark and eerie environment, using Blender and Maya to create 3D assets that fit the unsettling tone of the game. I also incorporated AI-driven sound effects, ambient noises, and jump scare sequences to keep players on edge. The user interface (UI) was designed for clarity while maintaining an immersive, diegetic feel that blended seamlessly with the gameplay experience.

Despite the tight 37-hour development window, I successfully created a fully playable horror game with optimized mechanics, interactive elements, and engaging survival-based gameplay. This project pushed my abilities in game development, artificial intelligence programming, 3D modeling, UI/UX design, and time management. It reinforced my capacity to deliver a polished, atmospheric experience under extreme deadlines and showcased my ability to balance technical problem-solving with creative storytelling in game design.