# Introduction

## Background and justification

There were a few reasons for my choice of project. Firstly it was surrounding a system I was interested in: Mobile phone games. In today’s society, mobile phones are, and continue to be, a large part of everyday life. It has long evolved from a simple communication device, to a utility for work, a platform for playing games, even for scheduling a person’s day to day life. Besides being a large part of life, the mobile phone game market has been constantly expanding, as it is a gaming platform where the console is easily accessible to people (as most people own a mobile phone) and the games are generally quick to play. People can play simple games to pass the time while travelling, or while waiting.

This has been an area of games creation which is interesting to me. Under the Computer Games Programming course, I have had some experience with mobile games, namely from the IMAT 2608 Mobile Games module, where we developed simple 2D mobile phone games in Android Studio, however, I was still interested in mobile game development, specifically creating a 3D mobile phone game. With the increase in the power of mobile phones, 3D games have become increasingly popular for mobile phones, with large video games companies which originally made games for home-console systems also joining to mobile phone development.

Another reason was in my general interest in games creation, notably independent game development (Indie games). Indie games have become more popular over the years, which did not rely on large graphics or visuals, but instead focused more on story or game play to entice players. There are many cases of successful indie games, for example the *Five Nights as Freddy’s* series by Scott Cawthorn, which I have discussed in my previous literature review. But another example is *Stardew Valley* by Eric Barone. Developed over four years, all parts of the game, from programming and design, to art and composition, were all done by Eric. This is an inspiring story for indie games developers, showing Eric’s passion for this game, and his hard work spent on the game.

As well as the creation of a game, I was also interested in the genre I chose, the Horror genre. In recent years, Horror games have been a popular choice for indie developers, as using jump scares or the use of atmosphere in the game was a method of engaging the player. During my literature review, I also came across the idea of *Horror Vacui*, and the fear of something which might exist, yet we cannot necessarily see it. This was interesting to me, and I was intrigued in the idea of trying to create a Horror game while avoiding the cliché uses of jump scares or sudden movements to engage the player.

## Method

Using Java and Android Studio, how the course has a focus on C++, which is important especially in larger companies, but my interest as a small developer, and developing using different software and how I could cope with the creation of a full game.

# Conclusion

Critical review of what ive done, what was good and bad.

How could I have improved? Use of different software/ work ethics? Choice of project and shortcomings of the project?

Talk about what I have learned concerning the Horror Vacui stuff, and my findings as such