Title :

ADJUSTING HORROR SIDE-SCROLLING GAME OBSTACLES BASED ON PLAYER'S FACIAL EXPRESSIONS USING MOODME UNITY LIBRARY

Background :

The game has various genres, one of which is horror. The horror game, with a third-person side-scrolling perspective, is equipped with Dynamic Difficulty Adjustment to prevent monotony and adapt the difficulty level of each existing level. By utilizing the player's emotions and Dynamic Difficulty Adjustment settings, the game's content will not be monotonous and can adjust the level according to the player's performance.

Objective :

1. Successfully utilizes the player's facial expressions to adjust the difficulty level of game obstacles.
2. Produces a horror game product with dynamic obstacle.

Results :

Based on the questionnaire data, according to players whose performance is considered skilled, the next generated level becomes more challenging. For players with average performance, the generated levels become progressively more difficult in a linear fashion. For players with below-average performance, the generated levels are made easier until the player can adapt to the increased difficulty level and achieve an average performance rating.

Conclusion :

The created game successfully delivers a dynamic and engaging gaming experience by utilizing facial emotion data to adapt the difficulty level of obstacles at each level. This opens up opportunities to enhance player engagement, making the gaming experience more personal and appealing.