Amnesia: The Layer's of Fear

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Abstract- *Gaming is become a fundamental element in today's digital youth world. So far very little effort has been made to study games in particular with respect to its potentials to positively influence research developments in other areas. This work reviews several aspects of the growing research field interested in horror category games. First, the evolution of this media in the educational field is discussed. However, most studies used video games as new experimental materials and tasks to contribute to their specific field. In the fast-growing field of software engineering even more rapidly growing a sector of game development the future is hard to predict, we choose this type of work for doing better in graphics, application development[1]. It has to provide content to become enjoyable. Just like a web server. The software part of the project is not the only one, and it must be considered in connection to all other parts: The environment of the game, the story, characters, game plays, the art work, and so on. A survival horror storyline usually involves the investigation or confrontation of horrific forces, and thus many games transform common elements from horror fiction into game play challenges. Amnesia is an adventure game played from a first-person perspective. The game retains the physical object interaction used in the Penumbra series, allowing for physics-based puzzles and interactions such as opening doors and fixing machinery where Enemies can appear unexpectedly or suddenly and the level is designed with script sequences where enemies can crash through any part of the game.*

Keywords- web server, video games ,Penumbra series, physics-based puzzles.

I. INTRODUCTION

In the last decades, video games have been increasingly appealing not only as an entertainment for children and adults, but also as an object of interest in academic research. several video games inspired by horror fiction that focuses on varies number of the character as the game tries to generate fears to players with either horror graphics and sound . Entertainment is one of the channel to spend time where gaming area cover most space among all. Most of the person spend a whole day playing a game.. The "Amnesia" is one of the games where a person who likes horror and thrill game will enjoy playing this at the same, in which the player cycles through various areas ranging from dense forest to an undead area, in which the protagonist must survive in all the areas to proceed further in the story the player is equipped with a torch which helps to manure through dark areas plus spooky audio effect which enhances the gaming experience This game also contains cut scenes to give a dramatic effect as well as the storyline stiff. Overall this game contains good graphics, to begin with, where you won't get bored. In spite of negative effects of video games, certain studies indicate that they may have value in terms of academic performance, perhaps because of the skills that are developed in the process. Amnesia will help to raise self-esteem and build confidence.

II. GAME ENGINE

Game engines are a new way to develop high-quality games easily and rapidly without needing intensive programming skills and computational resources. Today, there is growing interest in game engines due to the rapid development of hardware and system platforms[2]. Game Engine provide is a software structure, designed for creation and development of the game for consoles, mobiles devices, and personal computers. rendering engine for 2d or 3d graphics, a physics engine, sound, scripting, animation, artificial intelligence, networking, streaming, memory management, threading, localization support, scene graph are core functionality provided by a game engine[2]. The process of game development is often economized in large part, by use again/familiarizing the same game engine to create different games, or to make it easier to port games to multiple platforms.
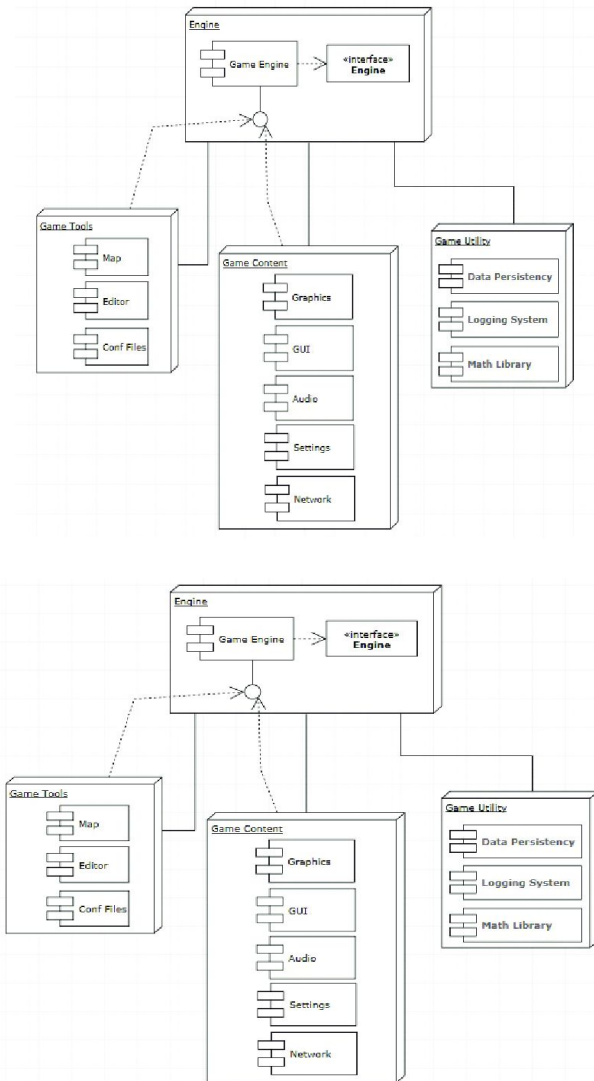
Fig 1: Game Engine Component Diagram

III. UNITY

Unity is a 3D game authoring tool for Mac and PC. Game engines are the nuts and bolts that sit behind the scenes of every video game. From the artwork right down to the mathematics that decide every frame on screen, the "engine" makes the decisions. Starting out with rendering the method of displaying graphics on screen, and integrating a control method and a set of rules for the game to follow the engine is what a developer builds to "house" the game.

IV. BLUEPRINTS VISUAL SCRIPTING

The Graphical Coding system in game Engine is a complete game play coding system acknowledged on the concept of using a node based mapping interface to create game play elements from within Unity Editor. As with many common scripting languages, it is used to define object-

oriented classes or objects in the engine[3]. As you use a game engine, you'll frequently find that objects defined using blueprints. This system is enormously malleable and powerful as it provides the capability for designers to use virtually the full range of concepts and gears usually only available to programmers. In addition, Blueprint specific markup language available in Unity. C++ execution enables programmers to create standard systems that can be extended by designers.
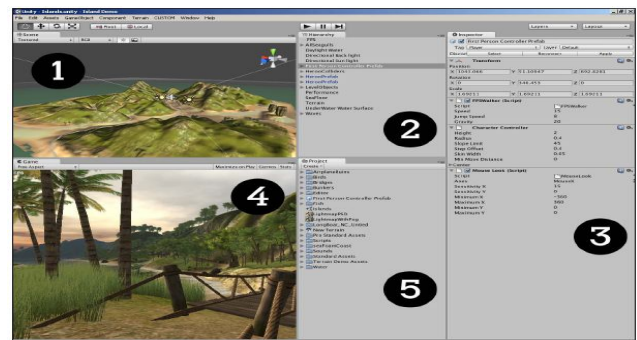

Fig 2: Unity Interface

• Scene [1]—where the game is constructed
• Hierarchy [2]—a list of Game Objects in the scene
• Inspector [3]—settings for currently selected asset/object
• Game [4]—the preview window, active only in play mode
• Project [5]—a list of your project's assets, acts as a library .

V. ASSETS

The Unity Asset Store is home to a growing library of free and commercial Assets created both by Unity Technologies and also members of the community. A wide variety of Assets is available, covering everything from Textures, Models and animations to whole Project examples, tutorials and Editor Extensions[4].You can access the Assets from a simple interface built into the Unity Editor which allows you to download and import Assets directly into your Project. Game resources contain everything that can be included into a game, including 3-dimensional models, sprites, audio effects, music and components, Blueprints, and even whole projects that can be used by a game engine. Here's a list of:

2D/3D Design:	Scripting:
Characters	AI
Environments	Special effects
Vehicles	Networking

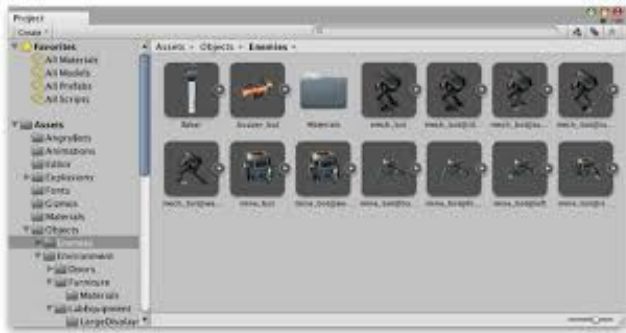Table 1: Game resources Components
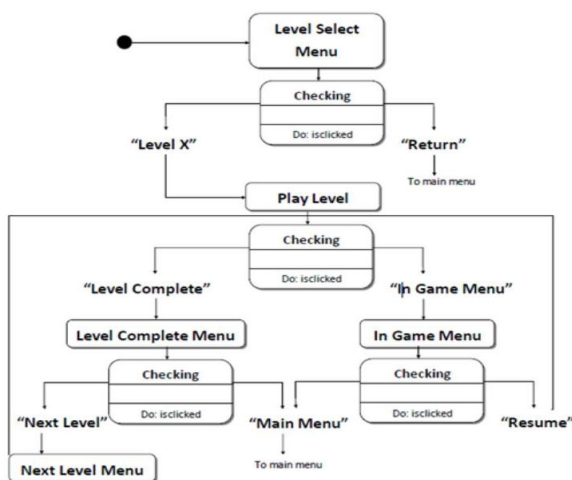
Fig 2: Unity Assets

VI. ARCHITECTURES

Fig 4: System Architecture

VII. CODING AND SCRIPTING

The game engine also has to provide a way to describe the game components behavior. We can write scripts as components for objects so that the objects can react to player's impulses and interact with each other. In Unity, the scripting language is C# and java script, Unreal offers native C++ or Blueprint visual scripting and Cry Engine scripts in C++ or Lua. It is important that the scripts can be added and reused to object in the scene in a way that even a non-coder game designer could use them. It depends on the engine's editor how it deals with this issue. In Unity, the game designer can add the script as a component of an object and set the properties manually. Moreover, in Unreal, there is the whole Blueprint concept of visual coding which allows the user to create complicated logic without writing a single line of code.

```
047    public Capturing(Context context, int width, int height)
048    {
049        videoCapture = new VideoCapture(context, progressListener);
050
051        frameBuffer = new FrameBuffer(EglUtil.getInstance());
052        frameBuffer.setResolution(new Resolution(width, height));
053
054        texture = new FullFrameTexture();
055    }
056
```

Fig 4: Sample code of Unity Engine

VIII. SYSTEM REQUIREMENTS

Hardware Requirements	
Processor	Intel i5 760 2.8Ghz
Category	AMD Athlon II X4 620
GPU	2Gb Dedicated
Ram	8Gb
HDD Space	10Gb
Software Requirements	
OS	Windows-10 64-bits
DirectX	Fully DirectX 11.0 Compatible

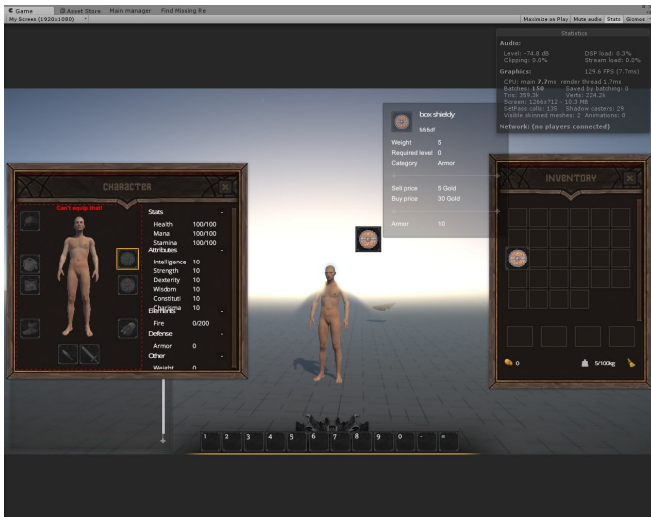## IX. EXPERIMENTAL RESULT

A. Interior Design Layout

B. Interior Design

C. Component Creation Window

X. CONCLUSION

Game development tools are finding their way into younger and younger hands. As a result, the next frontier of educational gaming will be created by the very generation who were nurtured by games throughout childhood. We have successfully created the "Amnesia: The Layer's Of Fear". It helps for the relaxment for user.In enhancement we are looking to make game more attractive in future release.

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