

Interactive Environment

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Abstract

This project is designed to be similar to a role-playing game wherein you play as a man within an apocalyptic setting. You as the player are given the ability to maneuver between the monsters that have spawned and either fight or avoid them. When choosing to fight, it is possible to destroy the monsters. If you do not fight, but still are confronted with the monsters, there is the possibility of being attacked resulting in your collapse. The intended audience is kids above the age of 14 in case the child cannot handle the horror graphics.

Apocalyptic stories and games have always been a fascination with the mind as it explores the catastrophic tragedy deemed as the end of the world. This tragedy that occurs can take the form of famine, war, climate change, natural disasters, and monsters such as zombies and ghouls. The topic I'm hoping to cover in my interactive environment through Unity is a fictional situation in which a plague has enveloped the Earth, turning 90% of humanity into monsters. How would a person in such an environment try to escape and survive?

Over the years, there have been many zombie apocalypse games that have been released. What attracts people to zombie apocalypse games is the fear and horror one feels through their playthrough while conscious of the fact that everything is fictional and they can't actually harm you in any physical way. According to a Stanford literary scholar, Angela Becerra Vidergar, "We use fictional narratives not only to emotionally cope with the possibility of impending doom, but even more importantly perhaps to work through the ethical and philosophical frameworks...", concern is placed for not only ourselves as individuals, but also communities and the entirety of mankind.

Some of the best zombie apocalypse games are *The Last of Us*, *Resident Evil*, and Telltale Games' *The Walking Dead* that leaves players on the edge of their seats. *The Last of Us*, developed by Naughty Dogs, depicts the dark and intense quest of a smuggler named Joel who escorts a teenage girl named Ellie across the United States on a dangerous journey in a world filled with blood-thirsty zombies, gun-bearing survivors, oppressive government, and rebel groups that involves stealth and scavenging. On the other hand, the strategic survival gameplay brought to you by Capcom when creating *Resident Evil* had revitalized the zombie culture with their first and third person shooter perspective while also capturing the loneliness aspect of being one among the few people alive. Lastly, among the many *Walking Dead* game series, Telltale Games' *The Walking Dead* holds a special position. Similar to *The Last of Us*, in this game you

play as a convicted murderer named Lee Everett who travels along with a girl named Clementine. The consequential decisions you make and the bonds you form as you meet other survivors deal impactful emotional blows towards you as the player as you have to continue on. Overall, the realistic graphics and the adventures the player goes through in the zombie apocalypse is what makes apocalyptic games intriguing as the thrill keeps them desiring for more.

In the physical environment of my Unity project, exists a man who ended up lost in a forest while exploring, who is controlled by the player within an abandoned forest environment. With the arrival of the apocalypse, the sky continues to stay dark and eerie indefinitely. My intention is to stimulate a similar environment wherein the player and is faced with a multitude of monsters in which they make the decision whether to avoid or confront the monster head-on while utilizing the weapons he has at hand or with the surrounding environment, with escape and survival as the goal in mind while traversing across the map. The environment will be littered with rocks, missing items, broken furnishing, and so on that can be picked up and used as a weapon against the monsters. When the object collides with the monster, the monster is triggered to be destroyed. It is important to know your way around the forest area so as to not get lost and keep a distance from the monsters because failure to do so means instant death. For players who dislike attacking, they can always use the arrow keys on the keyboard to maneuver the player away to a safer area.

Asides from the Starter Assets containing the first person controller to control the player with, I'll mostly be adding assets onto my Unity project obtained from the Unity Asset Store. For instance, the trees, grass, and forest textures are all to be obtained from the store. As for the structures, there will be some abandoned and dilapidated buildings in the environment. Furthermore, I'll be incorporating monsters like ghouls, zombies, crawlers, and zolriks onto my

Unity Scene. When looking for character models to download, I am specifically searching for them to have some form of animations so that I can make it seem as if they're roaming around in my forest environment. Then I'll add some NPC interactivity so that when the player approaches, the monsters will try to attack when in line of sight. In addition to these interactions, there'll be sounds of growls and roars added onto the monsters found from freesound.org. The eerie background music, however, will be found using YouTube.

During post production, the plan is to compress and zip the package and upload it as a WebGL onto itch.io for ease of access to play and experience. There are some concerns for the package being too heavy to load onto the browser so in case of such scenario, I will also be including a downloadable package or zip file for the Interactive Environment Experience Unity Project on my website under the Projects section as a precaution.

During the web presentation/distribution, players and viewers will first be introduced to a title scene with a dark color palette between green, black, and red with enlarged text in a contrasting color such as white. The enlarged text is to create emphasis against the dark background and fill up the negative space. The font I intend to use for the title is horror-themed, so viewers will know what they're in for by just a glance at the screen. There is no particular branding or icon involved in the making of the title scene or the unity project in general.