



**UNIVERSITI TEKNIKAL MALAYSIA MELAKA**



**PROJECT TITLE:  
THE STUDY OF HORROR ELEMENTS IN FPS  
GAME: S.I.T.I (SINK IN TERROR INSIDE)**

**BY:  
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# FACULTY OF INFORMATION AND COMMUNICATION TECHNOLOGY

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JUDUL: THE STUDY OF HORROR ELEMENTS IN FPS GAME :  
S.I.T.I (SINK IN TERROR INSIDE)

SESI PENGAJIAN: [2020 / 2021]

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**THE STUDY OF HORROR ELEMENTS IN FPS GAME:  
S.I.T.I (SINK IN TERROR)**

**NOR NAJMI NA'IM BIN NOR MAHADZIR**



This report is submitted in partial fulfillment of the requirements for the Bachelor of Information Technology (Game Technology) with Honours.

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2021

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I hereby declare that this project report entitled  
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A handwritten signature in black ink, appearing to be 'A. Naim Bin Che Pee', is written above the supervisor's name.

## DEDICATION

Praise the almighty God, ALLAH SWT upon his blessing.

To my beloved parents, thank you for everything that you have done for me during this tough moment. All support, love, encouragement, prayers, and motivation push me to complete this project.

To my supervisor Assoc. Professor Ts. Dr. Ahmad Naim Bin Che Pee, thank you so much for being such a caring supervisor. Your support motivates me to strive to do the best of my abilities.

To my classmates and friends who have been through thick and thin, thank you so much for your continuous support and feedback. Without them, I could not complete this project as well as it is right now.

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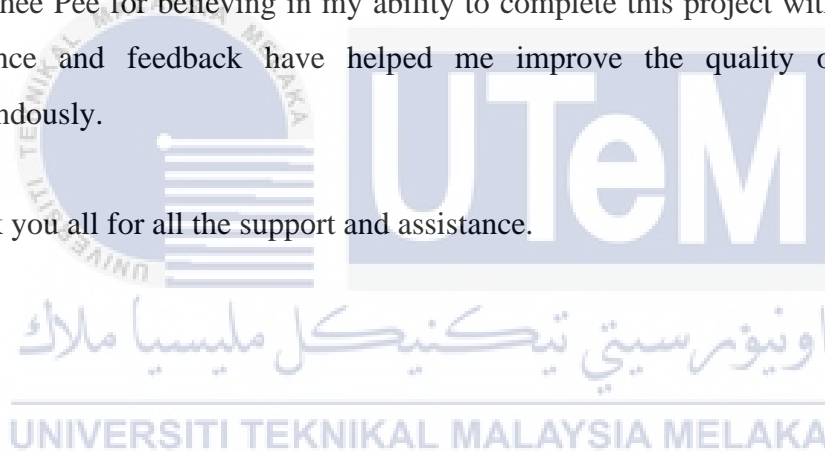
Assalamualaikum w.b.t

I am very grateful to the blessing of Allah SWT and for giving me strength when I am feeling down or stress. Those answered prayers strengthen my resolve to complete this project in the time given with tremendous satisfaction.

I would like to express my gratitude and acknowledgment to my beloved parent for the love and care they provided to me without fail. I would not be able to continue in completing this project if not for their support and motivation.

I would also like to thank my best supervisor, Assoc. Professor Ts. Dr. Ahmad Naim Bin Chee Pee for believing in my ability to complete this project without fail. Your guidance and feedback have helped me improve the quality of my project tremendously.

Thank you all for all the support and assistance.



## ABSTRACT

This project focused on the development of S.I.T.I (SINK IN TERROR INSIDE) game which aims to study the effectiveness of horror element build-up when a various element is integrated into creating an immersive horror experience. While horror game genre has been around since the early 1970s and keeps going strong up until this moment, most of them have stray from the path of creating a quality horror element with the combination of various factor. This has led to the fall of horror elements in most games as they are there just to fill the genre void and nothing more. From cheap jump-scare to the bad visual effects has brought the horror genre down. This project will address the issues by studying the effectiveness of horror element build-up when a various element is integrated into creating a good quality horror game genre. This project will be developed for Window 64-Bit that is commonly used in the market. The expectation of this project is to successfully build an effective combination of horror elements.



## ABSTRAK

Projek ini memfokuskan pada pengembangan permainan S.I.T.I (SINK IN TERROR INSIDE) yang bertujuan untuk mengkaji keberkesanan pembentukan elemen seram apabila pelbagai elemen disatukan untuk mewujudkan pengalaman seram yang mendalam. Walaupun genre permainan seram telah wujud sejak awal tahun 1970-an dan terus berkembang hingga saat ini, kebanyakan mereka tersasar dari jalan untuk mewujudkan elemen seram yang berkualiti dengan gabungan pelbagai faktor. Ini menyebabkan kejatuhan elemen seram dalam kebanyakan permainan kerana mereka berada di sana hanya untuk mengisi kekosongan genre dan tidak lebih dari itu. Dari jump-scare yang murah hingga kesan visual yang buruk telah menurunkan genre seram. Projek ini akan menangani permasalahan tersebut dengan mengkaji keberkesanan pembentukan elemen seram apabila pelbagai elemen disatukan dalam mewujudkan genre permainan seram yang berkualiti. Projek ini akan dibangunkan untuk Window 64-Bit yang biasa digunakan di pasaran. Harapan projek ini adalah untuk berjaya membina gabungan elemen seram yang berkesan.





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## Abbreviation

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### Abbreviation Subject

S.I.T.I.	Sink in Terror Inside
FPS	First Person Simulation
FYP	Final Year Project
3D	Three Dimensional
GDLC	Game Development Life Cycle
UI	User Interface
P.T.	Playable Teaser
PC	Personal Computer



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## CHAPTER 1

### 1.0 INTRODUCTION

#### 1.1 Background

S.I.T.I (Sink In Terror Inside) is a First-Person psychological horror game project that revolves around a protagonist that finds himself awakened in a strange hallway on an unknown territory. As the player progress through the stage, he/she found that many strange occurrences happened around him and abnormal creatures start to manifest in front of him. Equipped with only a flashlight in a dark and creepy environment, the protagonist needs to search for a way out to survive. This project aims to study the effectiveness of horror element build-up when a various element is integrated into creating an immersive horror experience for the players to explore. Such example of the various elements in a horror game is the combination of sounds, background music, visual effects, narrative and storyline, environment and props, atmosphere and, jump-scare.

A horror game is defined as a video game genre that centered around a combination of various elements designed to scare players (reference) These elements mostly derive from the usage of visual representation, narrative, sounds, and other relevant elements. This genre has been around for ages in the gaming industries where it first entry is detected in the early 1970s. One of the main reasons why player loves horror game is because of the pleasure of being scared. Most of them love venturing into the unknown territory fully known it is life-threatening and some unknown creatures are waiting to ambush them around the corner. The adrenaline rush felt by the players at the exact moment is what drove some players to even consider horror game as a fun game genre compared to other types of players. In addition to that, some player even took it as a way of mastering their fear by experiencing the terror brought by the horror game genre which is next to impossible in experiencing them in real -life situation.

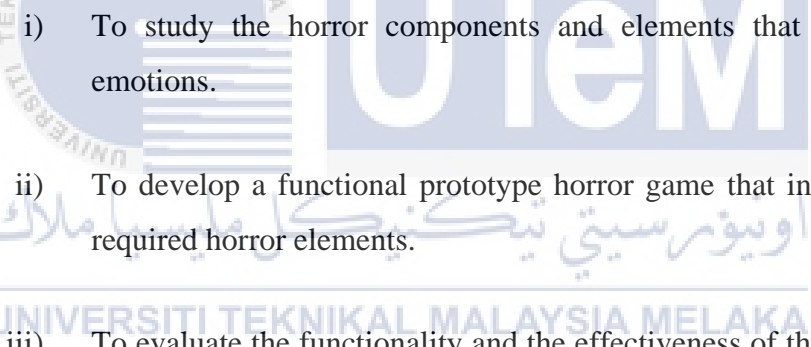
## 1.2 Problem Statement

The horror genre in video games has been on the decline since the arrival of the seventh console generation. This is due to the lack of quantity and quality provided by game developers that seem to stray from making a good horror game.

The lack of research, to the bare minimum effort put into creating a horrifying environment in a video game, seems to be the root cause of the problem. As a result, it turns off the audience that originally supports and loves the genre. Therefore, this project is proposed to study the horror elements to tackle the lack of research in developing horror games.

## 1.3 Objectives

The objectives of this project are as follow:

- 
- i) To study the horror components and elements that affect human emotions.
  - ii) To develop a functional prototype horror game that incorporates the required horror elements.
  - iii) To evaluate the functionality and the effectiveness of the incorporated elements into gameplay.

The player will experience an immersive psychological horror game with various successful integrated horror elements.

## 1.4 Goals and Genre

This game aims to let players experienced an immersive psychological horror game that combined various horror elements into one. In addition to that, players will be exposed to the various integrated horror element that is available in horror game genre in the current market.

S.I.T.I (Sink In Terror Inside) is a First-Person psychological horror game with a realistic 3D environment that could be explored by the player. The game is being developed using Unreal Engine 4.

## 1.5 Game Features

The game features a walking simulation with a realistic environment where players get to explore the eerie to find a way the exit. During the exploration, the player needs to navigate in the dark and gloom surrounding using a flashlight as the only source of light. As the player progress in each area, there will be an obstacle such as a locked door in which the player needs to find a key to move on through the area. Other than that, players could also encounter some notes hidden in the environment that could be read to find more about the backstory behind the protagonist. Finally, the main feature of the game is the creatures that players will encounter in some parts of the game that are taken from the Malay ghost myths such as *penanggal*, *toyol*, *pocong* and *pontianak*.

## 1.6 Conclusion

As a conclusion, this chapter briefly describes the general idea about this overall project that aims to study the effectiveness of horror element build-up when a various element is integrated into creating an immersive horror experience for the players to explore. For a final product, players will get to immerse in a real horror experience that could bring the adrenaline rush of being scared to them.

The next chapter which is the literature review and project methodology, the genre of this project, and the comparison of the existing game will be explained elaborately. In addition to that, the methodology of the project which uses the Game Development Life Cycle (GDLC) will be further explained.

## CHAPTER 2

### 2.0 LITERATURE REVIEW AND PROJECT METHODOLOGY

#### 2.1 Introduction

In the last decade, horror game genre has been through a declining phase where most of the horror game on the market offers the same experience to the players. From the same storylines in most games, where the player needs to find a way out from an abandoned building to the same cheap jump-scare on every corner of the game. It is not too surprising to find other genres such as the battle royal genre like PlayerUnknown's Battlegrounds rose to the top. The reason for this dilemma is because most of the horror genre at the time offers the same thing over and over without having something unique that could be remembered by players.

However, there has been a certain horror game that has gained a lot of attention amongst the rest of the genre where the player gets to experience something unique and different from others. These developers use a different approach to tackle the genre from a different perspective compared to the similar method that has been used previously. One prime example is the game called "outlast" which has raised quite a spotlight for itself after its released. Although this game still features an almost identical narrative to any other horror game where the player explores an abandoned building in search of something, what made it different from other horror games is that it does not have combat mechanics. So, players could only explore the environment and hide from the abnormal creatures without having any means to fight back. This unique approach by the developer in addition to various combinations of horror elements integrated into the game has led it to be one of the scariest horror games ever made.

#### 2.2 Genre

S.I.T.I (Sink In Terror Inside) is a psychological horror game. The horror genre has been around since at least the 1970s and keeps going strong until up to this date. Horror games have matured, going beyond simple gore and jump scares. Though these elements still play an important role in the genre, game developers' approach to horror has more nuance than ever (Hood et al., 2021). The horror genre provides players with

the satisfaction of an adrenaline rush plus the combination of various elements such as sounds, visual effects, jump-scare and, others to keeps instilling fear. A good horror game always finds a way to scare players each time they venture into the game. In addition to that, this game features a first-person subgenre that enhances the horror element within it.

## **2.3 Existing Game**

First of all, there are similar games that have been developed by other developers. A few of them will be further discussed below by comparing them with this project.

### **2.3.1 Introduction to Existing Games**

A similar game will be discussed based on their gameplay, game mechanics platform, duration, and the differences between them. By referring to the similarities below, the difference between these similar games and the project itself could be distinguished.

#### **a) Outlast**

Outlast is the first-person survival horror game developed by Red Barrels Studio that revolves around a journalist who ventures into a remote psychiatric hospital to investigate an incident as shown in figure 2.1 – figure 2.4). This game features a stealth mechanic where the player navigates around the dark area with only his camcorder equipped with night vision. Players can only run or hide and rely on stealth tactics if he ever encounters enemies inside the hospital, unlike most other horror game. Outlast is a single-player campaign where the player will dive deep down into the unique narrative through the eyes of investigative journalist Miles Upshur venturing into the psychiatric hospital overrun by homicidal patients.



Figure 2.1: Outlast Game



اونيورسيتي تیکنیکل ملیسيا ملاک  
Figure 2.2: Outlast Game Main Menu

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Figure 2.3: Outlast Game's Gameplay



Figure 2.4: Outlast Game's Enemy

**b) P.T. (Playable Teaser)**

P.T. is the first-person psychological horror video game produced by the famous Kojima Productions as shown in figure 2.5 – figure 2.7. It was directed by the legendary Hideo Kojima in collaboration with film director, Guillermo del Toro. Although the game received a lot of attention for its excellent visuals, direction, and

its horror element, the game was not more than a teaser or demo that only available for a short amount of time on a specific console before it was cancelled. In addition, the game also served as a teaser for the upcoming Silent Hills which disappoints fans around the world after it got cancelled.



Figure 2.5: P.T. (Playable Teaser)



Figure 2.6: P.T. Game Hallway Scene