

**A 2D SIDE-SCROLLER PUZZLE FANTASY GAME FOR PHOBIA  
AWARENESS: A PHOBIA**



**UNIVERSITI TEKNIKAL MALAYSIA MELAKA**

**BORANG PENGESAHAN STATUS LAPORAN**

JUDUL: A 2D SIDE-SCROLLER PUZZLE FANTASY GAME FOR PHOBIA  
AWARENESS: A PHOBIA

SESI PENGAJIAN: 2020 / 2021

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A 2D SIDE-SCROLLER PUZZLE FANTASY GAME FOR PHOBIA  
AWARENESS: A PHOBIA

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این رپورٹ تہ ذیل کے اہتمام کے لیے  
This report is submitted in partial fulfillment of the requirements for the  
Bachelor of Computer Science (Game Technology) with Honours.

UNIVERSITI TEKNIKAL MALAYSIA MELAKA

FACULTY OF INFORMATION AND COMMUNICATION TECHNOLOGY  
UNIVERSITI TEKNIKAL MALAYSIA MELAKA

2020/2021

## DECLARATION

I hereby declare that this project report entitled  
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is written by me and is my own effort and that no part has been plagiarized  
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## DEDICATION

To my supervisor, Prof. Dr. Sazilah Binti Salam who always giving so much motivation and attention in term of guiding me throughout the project development process and report writing.

To my beloved parents, thank you for understanding and great support when come to words of encouragement and motivation through the tough time

Finally not to forget to Universiti Teknikal Malaysia Melaka that giving such a great opportunity for me to enhance my skills and resources to make this project possible.



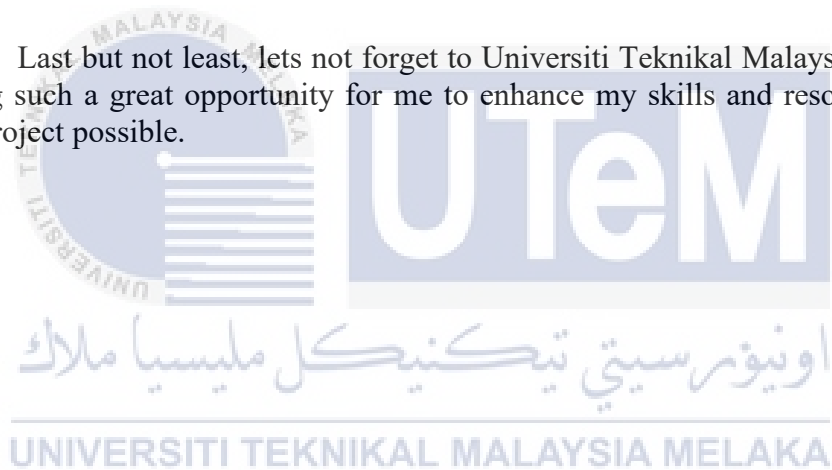
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Besides that, a huge appreciation to my beloved parents for understanding and great support when come to words of encouragement and motivation through the tough time.

Last but not least, lets not forget to Universiti Teknikal Malaysia Melaka that giving such a great opportunity for me to enhance my skills and resources to make this project possible.



## ABSTRACT

This project was focusing on the development of the Adventure Puzzle Game genre that is about phobias, and excessive fear of an object or situation. The purpose of this game is to teach gamers about teaching and spreading awareness on phobias that exist to the younger generation through a video game. This game was developed to approach the younger generation with a new way to learn about phobias, where they can have entertainment and educational content at the same time. The game is developed for Windows 64-Bit, where it will balance the system computation power. The development of this project is base on Game Development Life Cycle, and dialogue system based architecture in terms of user interaction. Adobe Photoshop CC 2020 and DragonBone Pro were used to create the game assets, while Unity Engine 2018.3.12f1 were used to develop the game. The objectives of this project are to study the fun element in a puzzle game on phobias' awareness for gamers, to develop a 2D side-scroller puzzle fantasy game for phobias awareness and to evaluate the effectiveness of the game in creating awareness on phobias for education. The project aimed to teach and spread phobias awareness for the younger generation to be more educational and gain more knowledge about fears, anxiety and phobias from the game at the end of gameplay.

## ABSTRAK

Projek ini memfokuskan pada pengembangan game yang berkaitan dengan fobia, dan ketakutan yang berlebihan terhadap objek atau situasi. Tujuan permainan ini adalah untuk mengajar pemain mengenai pengenalan tentang fobia dan menyebarkan kesedaran mengenai fobia yang ada pada generasi muda melalui permainan video. Permainan ini dikembangkan untuk mendekati generasi muda dengan cara baru untuk belajar tentang fobia di mana mereka dapat memiliki hiburan dan kandungan pendidikan pada masa yang sama. Permainan ini dibangun untuk Windows 64-Bit. Pembangunan projek ini berdasarkan pada kitaran hidup pengembangan permainan (GDLC) , dan seni bina berasaskan sistem dialog dari segi interaksi pengguna. Adobe Photoshop CC 2020 dan DragonBone Pro digunakan untuk membuat grafik permainan sementara Unity Engine 2018.3.12f1 digunakan untuk mengembangkan permainan. Objektif projek ini adalah untuk mempelajari elemen keseronokan dalam permainan teka-teki mengenai kesedaran fobia untuk pemain, mengembangkan permainan fantasi teka-teki skrol sisi 2D untuk kesedaran fobia dan untuk menilai keberkesanan permainan dalam mewujudkan kesedaran mengenai fobia untuk pendidikan. Projek ini bertujuan untuk mengajar dan menyebarkan kesedaran fobia agar generasi muda lebih terdidik dan memperoleh lebih banyak pengetahuan mengenai ketakutan, kegelisahan dan fobia dari permainan di akhir permainan.



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## LIST OF ABBREVIATIONS

<b>FYP</b>	-	<b>Final Year Project</b>
<b>UI</b>	-	<b>User Interface</b>
<b>Png</b>	-	<b>Portable Network Graphics</b>
<b>NPC</b>	-	<b>Non-Playable Characters</b>



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## CHAPTER 1: INTRODUCTION

### 1.1 Project Background

This project is a 2D adventure puzzle-solving game aimed for teaching and spreading awareness of phobias. My motivation for developing this game is to spread awareness and teach the young generation about triggers, symptoms and risks through video games, and to understand more about childhood fears, anxieties and phobias. The player play as Hanna, who is constantly venturing through the game world, talking to the NPCs and helping them to solve their problem with their phobia. The game will be filled with facts and an introduction to the phobias in the game throughout the game. the game world ad history. There will also be other educational elements provided like trivial facts about phobias during the loading screen or when the player interacts and activates certain things in the game.

### 1.2 Problem Statement

Most of a phobia focuses on a particular situation or experience, living creature such as animals or insects, places such as enclosed space, natural forces such as thunderstorms, or object. This type of phobia is known as a specific phobia. Specific phobias affect around 6 to 8% of people in the western world and 2 to 4% of people in Asia, Africa, and Latin America each year. Social phobia affects approximately 7% of people in the United States and 0.5-2.5% of people in the rest of the world. Women are about twice as likely to be affected by phobias as men. Typically, just over 15% of teens ages 13 to 18 experience specific phobias, and the rates are lower with age, according to the National Institute of Mental Health.

Currently, an adventure game that available in the market has little to no game about phobias that could teach gamers the real meaning of phobias. This project can actually help our younger generation to have a deeper understanding and knowledge about phobias and spread awareness about them. Learning the in-game approach also will attract a significant amount of gamer to learn about some information and trivia facts phobias that exist in this world while enjoying the game.

### 1.3 Objectives

- a) To identify the youth's understanding about phobias.
- b) To develop a 2D adventure fantasy game for phobias awareness.
- c) To evaluate the effeeness of the game in creating awareness on phobias.

### 1.4 Goals and Genre

- a) The goal of this game is to teach and spread phobias awareness for young gamers in form of entertainment and education them at the same time.
- b) The genre of this game is Adventure Puzzle-solving game with the setting of daily life of regular people with phobias with added element of colourful and fantasy world.

### 1.5 Game Features

- a) Before the actual gameplay, the player will be ask simple and basic questions about phobias.
- b) Every different phobias will be presented with different stories and scenarios. The player need to help the NPC by solving some simple puzzle. Some of the phobias that will be include in this game are Trypophobia (Phobia of clusters of small holes), Coulrophobia (Phobia of clown) and Arachnophobia (Phobia of spider). After the player finished play the game, the player will be ask the same questions as before and a little trivia question to see if the player gain any knowledge from playing this game.

## 1.6 Conclusion

The expected outcome of the game is the players will know a little bit more about phobias and fears that someone might have and can try to understand them. The player is expected to gain more knowledge about fears, anxiety and phobias from the game at the end of gameplay.



## CHAPTER 2: LITERATURE REVIEW AND PROJECT METHODOLOGY

### 2.1 Introduction

This chapter will talk about on the genre of the game, the list of available games that are related to the project, differentiation of the existing games and the project methodology

### 2.2 Genre

The genre of this game is Adventure. An adventure game is a video game in which the player takes on the role of the protagonist in an interactive story powered by exploration and puzzles, narrative media, literature, and film spanning a variety of literary genres. Many adventure games (text and graphics) are designed for the single-player because that emphasis on story and characters makes multiplayer design difficult.

Adventure games involve a variety of puzzles, message decryption, finding and using objects, opening locked doors, or finding and exploring new places. Solving a puzzle will unlock access to new areas of the game world and reveal more of the game's storyline. Puzzles in which mechanical devices are designed with abstract interfaces to test a player's deductive thinking skills are widespread.

Adventure games are single-player experiences that are largely based on the storyline. More than any other genre, adventure games rely on their story and setting to create a compelling single player experience. They usually take place in an

immersive setting, often a fantasy world, and try to vary the setting from chapter to chapter to add novelty and interest to the experience. Comedy is a common topic, and games often generate funny reactions when players attempt actions or combinations that are "ridiculous or impossible".

## 2.3 Existing Games

### 2.3.1 Introduction To Existing Game

#### 2.3.1.1 Mechanophobia

Mechanophobia is a horror video game made in Roblox by the user name Dystopianclock. Mechanophobia is a game created to help players overcome their biggest phobias by experiencing them in-game. Once entering the game, there will be five portals, each one leading to a level where you will have to fight a specific phobia. Different level will have different type of phobias and the player need to escape from this nightmare. In this game, they touch about Nyctophobia (fear of night or darkness), Scoptophobia (fear of being stared at), Thalassophobia (fear of the ocean), Coulrophobia (fear of the clown) and Claustrophobia (fear of confined spaces).



Figure 2.1: Mechanophobia, PC game