



## <Video Game: The Halps>

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### Introduction

In this digital era, there're a lot of ways to entertain ourselves during the midst of our works and assignment. One way to do it is by playing digital video games which lately growing fast. Especially, this upcoming "Metaverse" era, which will allow us to personalize characters to immerse to the story that can also be combined with AR & VR. So I decided to create a storyline to build a video game.

### Process

The game is created using Unity. It uses Unity Plugin called 3DGameKit to develop, cause it comes with a lot of features and it makes it easier for me to develop a video game. For the asset, I also get from the Assets Store in Unity to give more look and make it more interesting for the scene.

### Synopsys

Aylie lives in a quiet small village under the mountain. Aindleforth, They called it. On one calm day, suddenly, the Village was attacked by a monster from a scary little cave outside the village, known as Halps. She lost her father. Revenge is the only way she wants. How can this little girl enter deadly Halps to revenge her Father's dead?

