

DEVELOPMENT OF A DUNGEON CRAWLER GAME ON THE UNITY ENGINE

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In recent years, dungeon-crawling computer games have become increasingly popular as a form of entertainment, but their potential therapeutic benefits are often overlooked. Scientific research has shown that these games can be used as a tool to combat negative emotions. This paper discusses the development of a computer game in the dungeon crawler genre as a means of reducing negative emotions.

Recent studies have shown that playing computer games in the dungeon crawler genre can have a positive impact on mental health. For example, a study published in the Journal of Psychiatric Research [1] demonstrated that playing video games, including dungeon crawlers, can reduce symptoms of anxiety and depression. Another study in the Journal of Cyberpsychology, Behaviour, and Social Networking [2] showed that such games can improve mood and increase happiness. In addition, dungeon-crawling games can help people develop problem-solving skills and increase their sense of control, which can help to empower them and reduce stress. In the journal Computers in Human Behaviour [3], a study showed that playing video games, including dungeon crawlers, can improve cognitive flexibility and decision-making.

Thus, the use of computer games in the dungeon crawler genre as a tool for dealing with negative emotions is an area of research that is important and requires further study, as indicated in The Benefits of Playing Video Games [4], and their development is relevant. However, it should be remembered that there is another side of the possible effects of video games that has not yet been fully explored, such as the risk of addiction, negative impact on physical health and social interaction, especially in certain cases and for certain people.

The dungeon-crawler game was developed in Unity, which runs on C#, along with an SQLite database. The game itself requires careful planning of its rules and appropriate design. There is only one role in the game: the user, who can: play the game, improve the game character and change the settings. Asprite was used as a tool for creating sprites of enemies, characters, levels and weapons.

References:

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