

Universiti Teknologi MARA

**FIRE EMERGENCY SIMULATION GAME**

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Thesis submitted in fulfilment of the requirement for Bachelor of  
Computer Science (Hons.) Multimedia Computing Faculty of  
Computer and Mathematical Sciences

July 2017

## ACKNOWLEDGMENT

In the name of Allah, Most Merciful, Most Gracious, I am thankful to Him for His blessing to me and my fellow brothers and sisters throughout our life. I also thankful to Allah as without Him I wouldn't be able to complete this thesis which force me through many obstacles and challenges.

My utmost thanks to Dr. Marina Ismail for a great supervisor for me on this project throughout the semester. Her guidance have brought to the success of this project completion. Thank you for being patient with my behavior and for correcting my mistakes that are too many to count.

I also would like to thank my fellow classmates and friends that willing to cooperate with me in evaluating my project and have given me a positive response. Lastly, I would extend my thanks to my parent who always support me mentally and mostly financially.

My hope for this project is that it can further expand and benefit to the society. As students, I hope that this project can be the stepping stone for me to strive for knowledge and skill in the future.

## Abstract

In traditional cases of fire emergency, the normal procedure taken is to educate occupants of a building to go through a fire drill session, but a conventional fire drill are not effective enough to teach the correct emergency manoeuvre to be taken during a fire emergency. This problem is solved by creating a computer game that simulate a fire emergency environment, realistically and immersive using unreal engine. The game simulate a fire emergency environment through a first person view and player can move and interact with objects inside the game to pass through obstacles. Instruction and steps to take during a fire emergency is embedded in the game through gaming system which involves making choices for action. To test the effectiveness of this method a questionnaire is given to a group of people with varying ages, then they are prompted to play the game, then answer the same question again. Most of the respondent are able to score higher marks with this game. Therefore the project has effectively taught the correct steps to be taken during a fire emergency.

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