Web Literature

Study of Web Literature, in reference to video games, web novels and web comics.

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ABSTRACT

Literature always has something new to offer to its readers like if we consider the Chaucer to Shakespearian era the writings of that era are still very popular, after that also there were many other eras, all these eras gave rise to the development in the field of literature, gradually the writing in literature took a new turn, it started to portray the women as a strong and independent character, the literature, not only the writing style changed but new styles were also accepted and new genre in the literature is also seen for example the development of the web comics, Instagram stories, YouTube stories, fan fictions and more. This research explores the new forms of literature and how literature has reached its new level with the help of the internet and how literature is referred in the sector of video games.

Key points: video games adapted from literature work, web novels, web comics.

1. INTRODUCTION:

Literature always has something new to offer to its readers like if we consider the Chaucer to Shakespearian era the writings of that era are still very popular, after that also there were many other eras, all these eras gave rise to the development in the field of literature, gradually the writing in literature took a new turn, it started to portray the women as a strong and independent character, the literature started to include the sensitive topics such as LGBTQ+, teenage depression, woman abusement and more, not only the writing style changed but new styles were also accepted and new genre in the literature is also seen for example the development of the comics, Instagram stories, YouTube stories, fan fictions and more. With the invention of smart phones, the world has become very close to each other and the access to internet has gave a new stage to literature. Where there is freedom there is literature, and the freedom of internet has gave birth to many new apps and new websites where avid reader can read the piece if literature in their comfort, even for the writers it has become easy to write, reach the readers and also publish their writings, for some people it is convenient to just read on the phone and write in the web pages or the app but for some old souls they still like the original way of writing and reading the literature, this research mainly focuses on the development of the literature in the sector of the web literature in reference to video games, web novels and web comics, after the growth of the web literature there has been seen that new forms of literature are taking great heights, the topic of web literature is very vast and the study of this research limits are to the video games, web novels and web comics, internet is very huge so is the literature the more you search the more you get something to read, criticize and interpret together both sectors i: e literature and internet has made a very great impact in the field of the literature, many people still view video games as a time waster and they have a this old cliché set in their mind that video games is all about jumping from one mountain to another, without any reasons shooting the birds, matching the pair of the candy to make a new score in reference to popular games such as candy crush, Mario and temple run. But when we add the pinch of literature in the video game it can be more that this, it can be more fun, educational, the person who is playing the game can experience the settings of the game more properly and can also feel that the individual is the part of the game and the story over a period of time we have seen the achievements the field of literature has showed, as the world makes any development the refection of it is seen in

the literature, as we all know literature is said to be the mirror of the society, whatever happens in the society will be seen in the literature.

In the beginning, basic games were made and the main purpose of the video games was to provide fun and entertainment to the audience but later as the time passed by the developer of the video games thought of including the plot of the famous literature novels and stories, like as an experiment, in the initial stage the idea wasn't reaching the height but as the time passed the many literatures enthusiasts showed their interest in the video games and gradually the video games based on novels were getting the recognition they deserved and many people who were not an avid reader became aware of the novel or the story the game is based on and that inclined them to read the piece of Literature and same goes with the chat stories and web novels, the concept of web novels might be known to us as it is booming in the sector of Web-Literature, the concept of chat stories is similar to the Instagram stories or twitter stories just the difference Here is that you are involved in the story, and you get to make the choices and decide the ending of the story and the presentation of this concept is in the form of a text. Throughout the ages readers had many options like fictions, non- fictions, horror, comedy etc. Chat stories are the latest offerings. It is presented in the form of chat and the user just need to click at the bottom to read the next text and this form of Web Literature in popular between the young readers the concept of web comics is simple the comics which are available online and in internet, world is has become easy to keep oneself updated with the new forms of Literature and, web comic happens to be one of the concepts that has bought many people closer to Literature, the creative, beautiful, and detailed illustrations have caught hearts of many readers, this research explores the new forms inn detail and put forward the problems faced by the new forms and expresses the idea and the process of how the new forms in literature capture the market and how it has affected globally.

In today's world it is believed that everything with online or internet is better well, that is not even wrong as we can see that due to internet how all the sectors let it be marketing, entertainment, food or literature has reached to a new level and due to the development of internet there are many apps which are just dedicated to literature studies even this has given rise to many video games involving the literature related plot in them games, internet is very addictive and useful for the consumer. Video games with literature in them are a great combination it makes the game as well as the literary text very interesting and makes the reader to understand the ambience and gives them an option of choosing dialogues, change the outcome or solve the quizzes or the riddle to move the plot forward. We can see that many of the literature works are successfully adapted into games which show the potential these two steams hold and together they can create a new and more creative stream and this is what this research offers.

1.1 Importance and Relevance: as the world is walking to the new phase and accepting the new means of reading and acknowledging themselves in the sector of literature, therefore it is important to research about the new ways of reading and including yourself in the literature.

1.2 Justification of the topic: video games aren't just about shooting zombies or jumping on mushrooms. A lot of them are downright literary as in, the game revolves around reading text or making dialogue choices, and also, the mood and ambiance stay with you after you finish playing in the same way as a haunting novel. The question is always pondered upon that the video games can be or cannot be included in the sector of literature. As it has so much to offer and make literature more rich.

1.3 Research problem: Do web literature give the same feelings as the paper literature does?

1.4 Objective of the research: This research explores new modes of readers entertaining themselves in the field of literature and also how the literature has progressed over a time in the field of games, webcomics and web novels and how it has affected globally.

1.5 Hypothesis: The whole "video games can be art" argument has been done to death.

1.6 Scope and limitations: the focus of this research is to explain the new modes of literature and its evolution with example and reference of the web comics, web novels and video games.

1.7 Methodology: the method of this research is going to be qualitative, descriptive, and analytical.

1.8 Review of Literature: the literature consulted for this research includes the work of video games scholar Eric hayot's research titled 'Video Games and the Novel', in which Hayot attempts to express how the video fames and literature can make together make a very nig difference, Hayot tries to explain that everyone must stop viewing video games as their old reputation and try to see how much an video game can give when the literature is added to it and what all changes can it make, he express how the video games started and now how the video games are creating a whole new genre in the field of literature, and also the reference of Jose angel Garcia landa's research Internet as Literature, where he offers an perspective on internet and how it has given a new shape of the literature, he has explained the new digital terms and explained them in details. The research named 'Literature and video games' by Naiara Araujo. In this the author discuss the relation between video games and the literature showing the lifestyle of a modern man and giving the examples of how the video games are adapted from the literature and how the progress has took place in the field of literature and video games.

Chapter 2. How did it all start:

William Higginbotham created the first ever video game based on tennis named, 'Pong' in the year 1958. Higginbotham thought he could capture visitor interest by creating an interactive activity. The game was very basic and captured the attention of many people, and this is how the creation of video games started later using the same technology in many other games were made, and they gave rise to the new sector in the science field, and development of video games also contributed to globalization, as many companies started to trade and buy the technology to make their own new game and continue the chain many other programs were started and many arcade were developed where the people use to go in their leisure. The main feature of this era games was to present the

growth of science and the games of this era were mainly about killing zombies, space wars, jumping from one building to another and etc. Which was very famous at that time but now when we look back its nothing just some basic games with low visuals, later in the Early's 1990 first ever high-tech game was made with 3D polygonal cards, including the Sony's PlayStation, even the features of this era were somewhat like the previous era but the quality of this era was far much better than the previous era. In late 1990's, the internet was introduced and with which many other options were opened and new games with much more good graphics were introduced, in 2000's the smartphones, laptop, computer were introduced which gave a whole new stage to video games, many people bought the electronics to play the video games and the developers of video games got a whole new development because of internet and development handy gadgets this even showed a positive result in the globalization as China, South-Korea is said to be the merchant for the video games and many other countries tied their ties with these countries and imported the video games In 2010 the industry of video games saw a great shift and development, as casual gaming changes into advanced level demographics and the development of software and hardware took place there were video games which included Hd quality of resolution, and the main feature of this era games was to provide good storyline and good action fights in the video games. This gave rise to input new ideas into game and make games more informative and therefore the developers decided to mix Literature and Video games. For a reader or a player who reads the novel or plays a game which has literature in it can understand how attached one can get to the storyline, when we read a text we need to imagine and think about the setting or the background of the character or the plot but the games make it easy for us as the high-quality graphics used in them makes it easy for us to understand the place, the background, the plot etc. The whole sector of the gaming industry we cannot include into arts but the games which are related to the subjects of arts can be included in the web literature which not only gives the students of literature a new scope but also enriches the Literature is connected to everything in this world after all nothing can be accomplished without the use or knowledge of Literature, in the modern times the use of games is very much and there are many careers' options generated related to gaming. Gaming is not like novels, movies, or television, it is interactive and not passive, the main feature of games is to provide entertainment. Games are not novel, but they do have long history of narrative, not all the literature readers cannot afford to buy the piece in that situation the interest of theirs detains in the particular book or the subject but web makes it easier as you can read any book for free some of the apps they charge their users but many of the apps do not and even you can get some of the copies from google and can read which keeps one's interest in the book or the subject. Web Comics are a type of web literature, web comics are very entertaining with all the creative and professional illustrations, imagination and sometimes they even inspire you. They are easy to accessible you can read the text wherever you

want whenever you want as it is in your mobile phone. Web comics are not always something that very funny they most of time deals with the past trauma the character has which makes the reader to feel connected to the web comic, same goes with the video games the games are so real like picture which makes the reader feel inclined towards the storyline and gets addicted to the video game. We are constantly told that the field of literature in suffering the new age of mobile, but whatever the form is the information, or the language used in those form uses the roots of literature. It is interesting to use video games as the new form of literature as these two fields has a lot to discover.
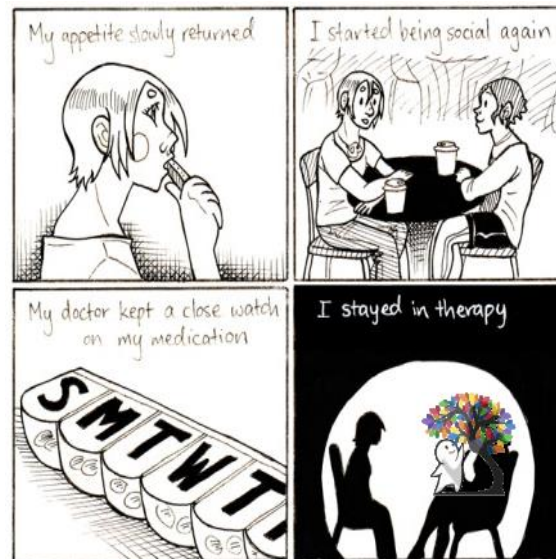
2.1 WEB COMICS:

Web comics were once upon a time very ignored sector in the field of comics but as the time of social media came the rise of web comics was incredible, which gave rise to new career opportunity, and it was later included in Literature, many good books with great story were not given the recognition they deserve but the web comic helped many authors to reach their right readers. The popular superheroes like superman, batman, iron man, captain America they all have born out of comics and became this popular, and the web comics gives a new look to the concept of comics as comics were introduced to provide the readers more in the sector of fictional with their non-realistic stories, life of the protagonist and his/her need to save the world from the fictional villain with the super-powers the main protagonist holds and the web comics are digital, illustrated with high resolution which keeps the reader attached to the comic and gives them high quality of picturization. Web comics are internet comics or also known as online comics, one can get the access of these on their mobile phones or the official websites of the apps which provide the facility of the web comics, web comics are not just cartoons drawn to laugh at sometimes the web comics give us the important lesson of life. We all know that many of the movies are inspired from the novels and sometimes the movies consist of same plot as novel or spin off the novel, or any literary piece.

In the same way there are many movies, web series etc. That are inspired from the web-comics, and they have received the same love and recognition from their audience, over the years many web comics are adapted into a Korean drama which is very popular in South Korea, but nothing is the boundary with the Internet and not only have these variety of web series took their growth in the homeland but also in the global world. Even the international have loved them because of the topics it touches, let it be autism spectrum disorder, mental health, the state of common man in today's world etc. Off course the web-comics includes the basic types of literature such as horror, romance, comedy, mythological, fiction and, many more. But they do not miss out the harsh truth of society as they fall under Literature many of the web comic artist have very beautifully portrait the difficult and sensitive topics of society in such a manner where the people also get to know.

about the concept properly and the readers also get the real image of modern society. There are many novels or dramas written on such topics in the history of Literature, they might have given more information, but the web comics helps us to understand and visualize the concepts more properly and the web comics makes it easier for their reader to know the emotions more descriptively. To make the web comic content is very difficult task because there are still many writers who prefer writing on paper than the tablets, to portray the message through your sketching to the world is very difficult a lot of knowledge about the new methods is required. The world has become easy with the development of the new technology, but it has become very complex for a not so techno savvy to understand the new patterns of web literature.

But once you know it becomes very easy and convenient.

Here are some of the examples:

[**Figure 2.1 , the web comic named IDNHAED**

I Don't Have An Eating Disorder by Khale Mchurst]

As we all know that the topic of the comic is not some lighthearted but something very sensitive but the author of this comic makes the topic look something that could be easily understood, relatable and something the society should think and act upon, the comic follows the journey of the author with her eating disorder, Mchurst have beautifully presented all the aspects one face when they undergo this disorder, Mchurst's illustrations are very gentle, inviting and caring which makes it easy for the readers to understand such a difficult topic this beautifully and even understands how one should react around the people with such disorder without any discrimination. Such sensitive topics needs a lot of care and protection, and the author depicts the disorder in a very different aspect which makes the comic very interesting to read. She have did her best in depicting the little head voices, over voices and the lure and all the insecurities that one faces, all the self-examinations that one think and over thinks. This comic will surely help the person going through the disorder and help them to view at the disorder in a different way, in the proceeding comic we could see the lovers view and how helpful the protagonist's nutritionist and her lover is, this comic is very inspiring, the comic is about the journey of living and recovering from the eating disorder, what is eating disorder? When one compares his/her life with the food, think that if they overeat.

something they will not fit in the society or sometimes they cannot eat the food thinking that they might gain a lot of weight and then people will judge them and, in this process, they somewhere stop think about themselves and start thinking about what people think of them. There are six types of food disorder first Anorexia this type is mostly seen with the super models and the film stars where even if they consume a small amount of food they cannot digest the food they throw up the food, next coming up is Bulimia where they eat the food but they throw up just in a fear of gaining weight and next is the Binge eating where the person keeps on continuously keeps on consuming the food without any breaks due to mental break down, stress or etc. pica is one the type where the person consumes the things which are not considered as food such as soil, chalk and paper

rumination is a type of food disorder where the person keeps on re chewing the food and in the end,it is the restrictive food intake where the person does not intake the food they lack their interest in the food in this comic the protagonist cannot intake the food she every times throws up even if she consumes anything. Its very difficult for anyone to give comfort for this topic through their writings but the author of the comics turns the table with presenting her outstanding work and the facts she presents in the comic that makes the concept clear for the people and the relatable for the people going through the disorder the work one writer is to reach the hearts of the audience with their writings and the author does touches the heart of many people with their work and gives the society a now way to look at the concept of food disorder even the drawings in the comic are clear and gives the proper message that the writer wants to convey through the comic this comic justifies that the comics are not only for popular genre for the

joke but also for the emotions and the message it conveys through the images, drawing and the thoughts of the writers when they were illustrating the image, everything gets clear, and it makes easier for the reader to understand the work, and such complicated thoughts being depicted beautifully makes the writer look very admiring.

[Figure 2.2: Today on Four Eyes by Gemma Cornell]

People think that not everything can be healed with humor, but Gemma Cornell proves this statement wrong and presents the most amazing and hilarious comic. Cornell is very famous for her web comics, she has daily huge number of readers reading her comics online and even has an incredible amount of followers on Facebook as well as on Instagram many of her comics are available on the internet. She presents the daily problems in one's life in a very different perspective and teaches us that humor can be a way to deal with our barbs of the life. Comics has this power to make us feel less lonely and fill our heats with laughter and emotions, whether they are about some comedy or about one dealing with mental illness they offer the daily dose of silliness to its readers. The work of an illustrator is to present his/her best emotions to its reader with fulfilling all the aspects, make the illustration that is relatable to everyone, portrayal of the society and keep the text understandable for its reader and Cornell provides her reader will all of this mentioned and more that this i: e the good quality of humor. Cornell has used her illustrations as a coping mechanism for her anxiety and depression which has also proven to break the walls between the peoples.

Statistically, out of 5 people 1 person suffers from severe anxiety attacks, depression, panic attacks and self judgement. All of those who don't know the meaning of this terms Cornell depicts it in a very unique yet creative way to make people aware of all these, which does not hurt the sentiments of the people and they even understand the meaning behind everything by pointing out the perils of the mental health and how one can deal with these situations, social media is the best way to spread the awareness about anything, and the loyal followers of Cornel's shares her web comics and try to spread the message she is trying to spread from her comics. She is also de-stigmatizing it. With her humor she also has creative illustration layout skills with one liner grabs the attention of many people. As she is a renowned web comic artist and her works are also viral on internet, makes people realize that they are not only ones who are suffering for the depression, panic attacks and anxiety but there are also other people who suffer from them, that makes the people feel normal because with all themselves becomes difficult to stay positive on daily basis, people share the web comic, and they meet the others who finds something common with web comic which creates a bond between those two people, sometimes it's good to just laugh about something that is so serious. Cornell's web comics about mental health brings light to the dark place. She gives a person a new perspective to look at the situation that also makes them feel comfortable and relatable. Some of the comics give the real image of what a person with social awkwardness thinks. Here are some of the popular illustrations by Cornell.

[Figure 2.3 the thoughts of an Introvert]

The image above is very basic feelings of a person who is introvert, people who are

introverts are not quite comfortable with communicating with others and sometimes it

takes them time to let their walls down and start the conversation and they are most

afraid of crowded places. In this image, people who are introvert

gets panic when some stranger calls them, they most of time do not pick up the call, the situation becomes bit stressful for them when someone drops at their door with any prior information, they even start to overthink that if anyone is laughing, they might be laughing at them but that might not be the case, even when sometimes they collied with the talkative waiter or cab driver they hesitate to answer because of the social awkwardness these all concepts are very sensitive to some people, but Cornell depicts them in a very fun yet learning way.

[Figure 2.4: self judgement]

As we can see the picture mentioned above, the cup of tea is being judgmental about oneself, the cup here is personified and give the human quality of self judgement, isn't it hilarious for a cup of tea to be judgmental about how it will taste and the question of what if no one likes the tea, all these questions are relatable to the people who overthink and self-judge, we are born in a very competitive world were on daily basis we are compared and judged

by many peoples more importantly we are judged by ourselves, self judgement is not always negative sometimes it is also, positive but for some people its always the negative first, they will think about how they look and always highlight the negative or think of themselves as a negative or bad person, Cornell in her comics makes such thoughts look very something that could be easily handled and gives a new view of how one can relate to this picture and try to improve in one's life. Cornell makes one feel very self-assured through her web comics, how one should love themselves, be themselves and accept themselves as they are this message reflects through her web comics. Cornell wrote the web comics based on her experiences which makes the reader feel that the are not alone suffering from this.

Cornell's writing expresses the message of how one must love themselves and accept themselves the way they are. One must not judge themselves in a negative way and feel all insecure about themselves they must try to learn to accept themselves and not try to change themselves.

2.2 Chat stories:

The chat story is new format of web literature in the form of text messaging or instant messaging conversation. Chat stories are presented in the form of digital text conversation between two or more characters, sometimes there is no background given which makes the jobs of writers very difficult, mostly this type of form of web literature is done in the form text and the reader needs to tap on the screen for the next text to appear. Chat stories are presented in text form which is very popular among the young readers. These chat stories are not only available in romantic genre but also in other genre like horror, comedy, rom-com, thriller, fiction and many more. This type of literature work just requires your mobile phone, the app named 'Hooked' was the first app to launch this idea and the founders of this app are Prerna Gupta and Parag Chordia, they first thought to launch a web novel but that took that great place so they tried to introduce something new as the start the app was not that popular but by the 2016 the app had become very popular and many new readers were amused by this type of literature format after the success of this app many other apps were launched but if one need to know the roots of chat story then they should use the hooked app so it is easy for them to understand this type of new form of literature. After a lot of research the founders got the idea to make a app which is teenagers type and also what attracts the attention of the new population, after a survey it was confirmed that the teenage were very interested in reading the comic books and as there were many apps that had the option of web comic publication but the couple thought of something different and made a new way to entertain ourselves in the field of literature, as in today's world the teenagers do not visit the library to buy or rent the book but try to rent or buy inn online on apps and websites, which is trend these days.

Here are some of the examples of chat story

[2.5 figure: chat story from the app 'Hooked']

As we can see in the figure 2.5 this is a example of chat story, to continue to the next part sometimes we need to solve the quiz or play a mini game and sometimes so apps.

Do not have any mini games or such stuffs but they ask the readers to buy premium but some sites have these for free. Hooked is a very addictive app which is why it topped all other apps at one point of time, this also shows how much potential does the technology and the literature sector have. The option of download the chat story as makes it convenient for the users to view the story whenever and wherever they want.
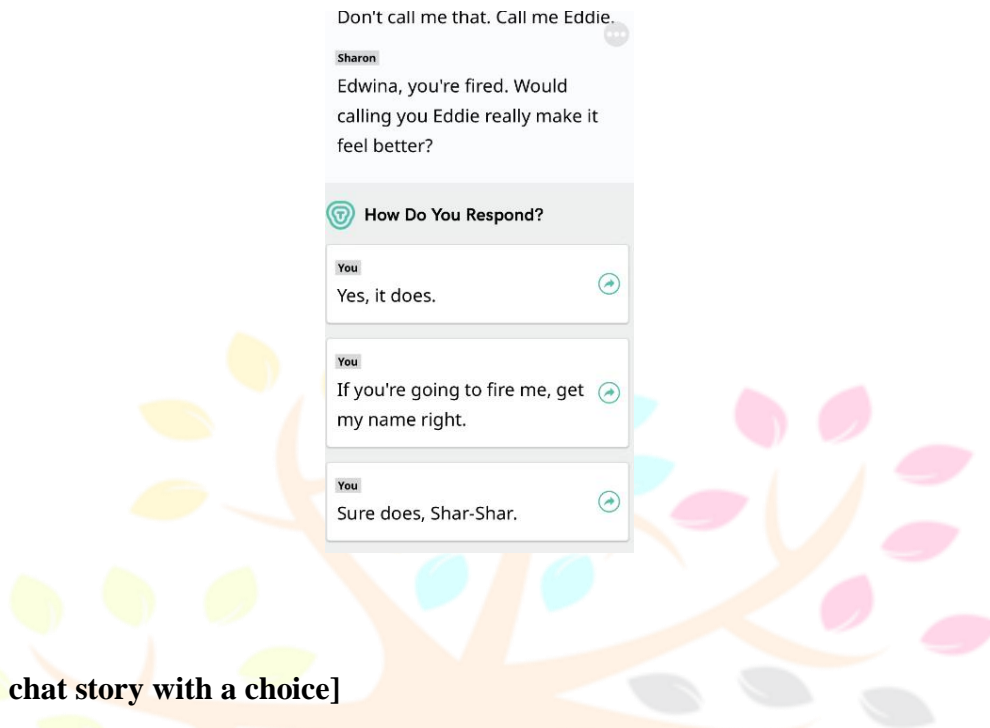
[Figure 2.6: chat story with a choice]

The chat story also gives you the freedom to choose your story ending sometimes and also gives you choice at different or important point of the story which makes the reader feel as in they are contributing in development of the character or also the reader feels very included which grabs the attention of the reader and also makes them curious about what surprise is kept for them in the next chapter which also inspires them to binge read the whole story. Chat stories are very interactive and very innovative idea that contributes in development of the web literature

Chapter 3. Video Games:

The term Adaptation has become famous because of the filmography, films from the start has made many movies and series based on or in reference to literature, which has also resulted positive as many readers loves to see their fantasy characters being played in the real and it gives a whole new experience and gives the viewers knowledge about the literary piece. The sector of video games is still exploring what much more can be done by combining the literature and technology which could attract the young readers towards the literature more. Due to web literature the number of young readers has also increased, we live in a very competitive and innovative world where everyday a new invention is done and new ideas are welcomed, there is a belief in today's world that everything with internet or social is better that is not even wrong, as most of the population of world are daily engaging themselves in internet and likes to watch, read online there are so many apps made to make the life of people easy, its common to find an app dedicated to literature but its something new to find an game dedicated to literature. Video games are still viewed as their old reputation that is the time wasters, but it has much more to offer than just shooting zombies its more interactive when you add the element of literature. Whether you are a reader or a writer viewing video games as a new way to entertaining yourself in the field literature can crack open new doors, the sector of video games is still experimenting with the art and the technology, video games are not like novels, movies or plays they give the player the option of changing the action or changing the plot according to their choice, video games are not just about storytelling its more of action. Undoubtedly, in the start of the invention of the video game, the basic technology of just jumping and matching the correct color jellies were used but later when literature and other

sectors were introduced in the gaming world it created a new platform and even the audience were very much positive about the combination.

The whole of video games sector can't totally be added as the part of the literature but the video games which includes the literary references can be added as the new form of literature, video games can be part of the art because it includes creativity, uniqueness, and the ability to make changes in the society. The video games not only offer the book like experience with game in it but also this field has some great deals which the other fields simply don't, almost anything that you can do with the novel can be done with video games too, video games give us real like experience and provides us with great sense of imagination. The small dialogues in the games and the short narrative gives us the feel as if we are reading the novel itself.

Video games are influenced by the traditional form of storytelling, in the earlier research the scholar Eric Hayot quotes that "Plenty of video games involve stories, enough that attempting to think about what games do or are, culturally speaking, without any sense of how storytelling works would be a pretty odd thing to do." There are still same games whose main feature is jumping and shooting but like other mediums we cannot just consider games in one box we need to differentiate between them as we do for the other genre and give them different definitions, there are games which includes mostly literature according to Hayot it can be added in the sector of the literature.

Here are some of the examples of the video games adapted from literary work:
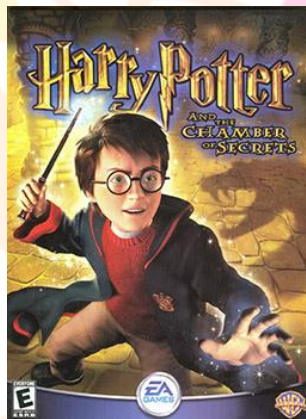
[**Figure 3.1: Harry potter video game adapted from the novel]**

Harry Potter and the Chamber of Secrets is an adventure and action video game, it is based on the 2002 movie as well as the book with the same name. The game received positive reviews from all the critics across all the world. The mode of the game is single players, which means one player can play at one time, the core of the game is very straightforward. The player here will play the character of the main protagonist that is Harry Potter and take control of him, the player explores the Hogwarts, castles and grounds throughout the video game the players will come across the storylines and dialogues from the second book. To give a real like experience the games also includes various classes where the professors teach the player how to fly a broomstick, make the new spells and other things, each spell learning has a time limit and an activity to complete then only the player can learn the spell, there are segments in the game where the player need to achieve new challenges and those are not time based, those challenges are based on the events that took place in the book for example, travelling into the forbidden forest and collecting the ingredients that Hermione needs to make the potion. The video game perfectly captures the magic and the atmosphere of the Hogwarts, and the background music used in the video game also makes the player feel as if they are experiencing it in real life, even the graphics used are of high quality, even the animation gives the feels that the player is really part of the game and is really controlling everything around himself.

The game here gives a real like experience where the player can explore the Hogwarts and be a student of the university. The player can retake the tests to score good marks, the player needs to collect the wizard cards to use it on the right time or to trade it with something that could help the main protagonist to complete the level and move up to next level. The video game is very interactive and includes the role of the player everywhere. This game is not limited to the age limit of 10 but to any age. The game is nowhere childish and easy, it is very adventurous and

magical. The characters in the video game make the video game even more interesting, they contribute a lot in the development of the main protagonist, the friend of harry Ron always leads him in challenges and Hermione leads the protagonist towards the classes Draco Malfoy is the rival of the protagonist, the protagonist also duels him at the duelling club. There are some things which do not resemble the movie but are mentioned in the book.

[Figure 3.2: Parasite eve]

Parasite eve is a American horror based RPG video game, the game is a sequel of the novel with same name written by Hideaki Sena, to understand the video game the player must read the novel first, that will provide the player with the background storyline and will help the player to understand the video game well, the story follows the character who is half white and half Japanese new York police officer named Aya Brea and the other is possessed by an ancient evil named eve, the blood bond will continue unless on of them dies. In the video game the player gets the control of the New York police, with the help of the quiz and the other activities the player needs to track down the evil person, to reach the last level the player must cross all quizzes and the collect all the amazing weapons to reach the last level and battle the mutant monsters. The player can customize weapons and the armor, the video game makes a very positive record in the gaming industry as an adaption from a novel this game gives off very real reading experience which makes it easy for the players to understand the novel more clearly as there is use of many scientific words. This video game is filled with scientific acuity and existential challenges, the story of the game follows the concept of basic knowledge how the mitochondria is said to be the powerhouse of the cells, the story gets interesting when the restless cells they want to much more than a speck in petri dish, Dr. Nagashima loses his wife in a car crash, he becomes obsessed with the idea that he must reincarnate his dead wife. Her donated kidney is transplanted into a young girl with a debilitating disorder, but the doctor also feels compelled to keep a small sample of her liver in his laboratory. When these cells start mutating rapidly, a consciousness bent on determining its own fate awakens from an eonic sleep. This is where eve is born, she takes control over kiyomi's body, the eve kills many people.

Chapter 4. Conclusion:

Most of the times when something is adapted from literature does not gives the same feelings as the literary work, but its bit different when it comes to video games, the games help the player or readers to experience the live story and some games also gives the chance to the players to make a choice, the classic fantasy literature keeps on developing with the help of the games and the designers as they design the games in such a way that makes the story more interesting as it is was before, it also helps to attract the young readers, as the world every demands something new and creative and the video games with the help of literature always helps in providing the audience with this feature

Especially in the 1970s the first video game was introduced, the partnership between the literature and the video game became to become more intense, the games like space invaders and lunar lander were produced by inspiration of literary works. The year 1978 resulted in the growth of partnership of video games and

literature, as many games adapted their titles from the original piece and sometimes even included the plot of the original literary text. Othello, space Invader, lunar lander are the examples of the relation of this complex relation. In the decade of 1980 to 1990 contributed a lot to this concept even the writers also contributed their ideas and edited the game to make it interesting for the readers. In 1992 this concept took its rise and became very popular among the audience but the games were not that advanced, and even the quality of the game was not that good, but the 21st century improved the quality of the video games and even use high graphics, the 21st century to make the game more interactive they started to include the background music, quizzes, dialogues and VFX for better experience. In this visible and sustainable relation between literature and games, it is important to highlight that several consecrated literary works are constantly visited by game producers, even though there are no explicit references. Neuromancer, a master piece of cyberpunk by William Gibson, which portrays the future in a technologically developed society, is present in Bioshock, a title that narrates about the technological advances of an underwater and almost dead city. Another example is Cyberpunk 2077, which is clearly inspired by the novel for dealing with corruption, mechatronics, robotics, and technological advances. If it is true that the game industry has benefited from the literary narratives as an inspiration source, it is also true that games have been inspiring writers from around the world to construct their literary narratives. This adaption mode is just not limited to the books but also many comic books and cinema are adapted into game version such as DC comics, Marvel comics and Star Wars. The sub-genre in the games are fantasy, science fiction, cyberpunk, action thriller, horror and war and the games are mostly based on First person shooter Third person shooter, Beat-em-up, Schmup, Puzzler, Brawler, Action-RPG, RPG, JRPG, Interactive fiction, Platformer, Racing, Simulator.

The new genre which is becoming very popular in the web literature is webtoon, webtoon is online illustration with dialogues, this concept first started in South Korea with the development of the app named 'webtoon' This app became popular because of manhwa, and this app even got its popularity internationally, the amount of books posted online on webtoon is now equal to the books published offline, webtoon gave an new opportunity to the young writers to publish their work without the tension of publication house, the features of webtoon are that mostly it is in episode form, the illustrations are mostly in vertical form, the writer can also add background music, some of the American comic books are in black and white but when it comes to webtoon the writer or the illustrator can color the illustrations. Here is the example of webtoon.

[figure 4.1: True Beauty webtoon]

The webtoon True beauty is written by Yaongyi, she is very popular for this webtoon, this webtoon was later adapted into Korean drama, she also gained many praise from the audience, the story is of a girl who does not match the Korean beauty standards, she applies a lot of make up to hide the original beauty but the main protagonist loves her the way she is and even in they end they end up together, the webtoon is very famous among the teenagers as this reflects the real image of the ten world in today's era, how due to some beauty standards the teens undergo many of the operation and stuff. Just so that the people will like them or be jealous because of their beauty, this webtoon gives off the real image of teenagers.

In today's era one cannot deny that they don't read or practice literature, because literature is everywhere, the mix of two sectors can create a new genre for literature, which is very interesting and inspiring. Literature has its own flow like the river and combining it to some other sector we can create a new stream with new ideas. It's easy to view games according to their old reputation: childish timewasters that are purely about adrenaline-packed (but shallow) fun. However, both for story enthusiasts and creator's games can offer far more. It is a medium still in its infancy, but it carries immense and unique potential for expression. By viewing games as a form of literature, countless new stories and approaches to storytelling will fall within your grasp.

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Secondary text:

Novelr is a blog, which started in the 2006.

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