PROJECT NAME: HAUNTED HOUSE

(VERSION 1.0)

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PACE UNIVERSITY FALL-2019

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PROJECT PLAN

PROJECT COMMUNICATION TABLE: -

1.) Documentation: -

- Game Scenario
- Location Plan

GAME SCENARIO:

Location:

Haunted house, several rooms, corridors, a dungeon and a chemistry lab.

Plot/Narrative:

The player has visited a hunted house on a Halloween night, thinking it's an entertainment place. (I know it's silly, but it's a Hallowen!!!!). However, the player finds him or herself alone with the door locked and it seems that there is a no way out.

The Goal:

The player needs to search the house for a clue as to get out from this Haunted House.

Intended audience:

Because of the wording and simplicity, this game is for primary school students and also for anyone who is trying for a simple basic adventure game.

Puzzles / challenges:

Look for a code and enter it into the key code on the front door to escape.

Location plan:

Escape 7

2

Dark hallway

1

Main Dinning Hall

4

Stairway

6

Spooky Lab

Unlock Drawer

3

Long Corridor

5

Dungeon

Skelton

2.) Instruction to Run the Game: -

As per the plot of this game, we know that fact that the player is stuck in a Haunted House on the night of Halloween. It's seems that there is no way out. But I guess there is one.

Goal:

The player needs to search the house for a clue as to how to get out from the House "ALIVE!!!!!"

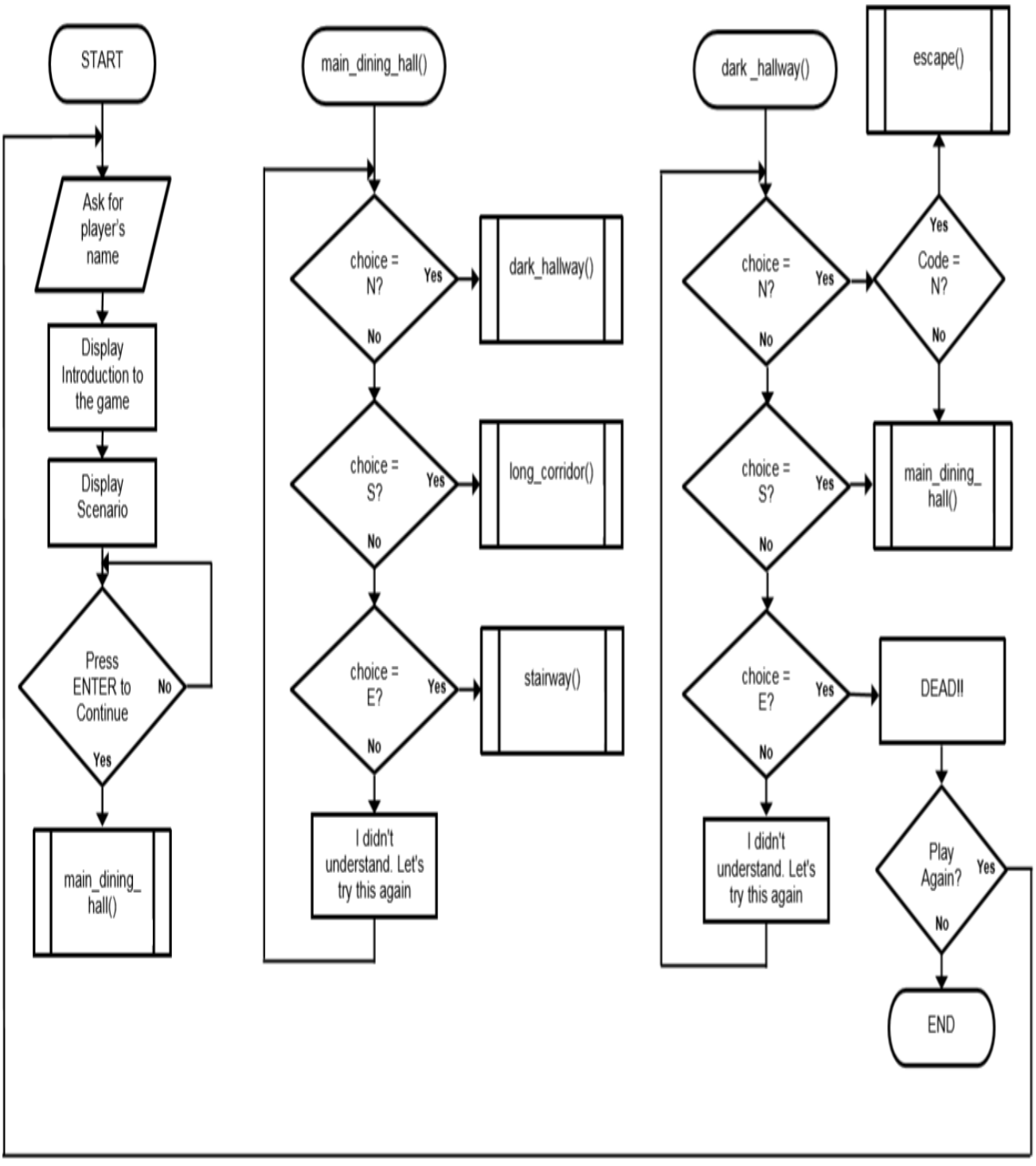
Challenges:

Look for the code and enter it into the key code lock on the front door to escape and get through the house without being eaten by Zombies!

How to play:

Follow the instructions which have given to you through out this game. Follow the steps, look for the key code on the front door to escape. Player can choose the direction and options by simply giving keywords or characters to move forward.

3.) Flow Chart: -


START
Ask for player's name
Display Introduction to the game
Display Scenario
Press ENTER to Continue
No
Yes
main_dining_hall()
main_dining_hall()
choice = N?
Yes
No
dark_hallway()
choice = S?
Yes
No
long_corridor()
choice = E?
Yes
No
stairway()
I didn't understand. Let's try this again
dark_hallway()
escape()
choice = N?
Yes
No
Code = N?
Yes
No
choice = S?
Yes
No
main_dining_hall()
choice = E?
Yes
No
DEAD!!
I didn't understand. Let's try this again
Play Again?
Yes
No
END

4.) Core Features: -

The main and basic motto of any game written in any language or any format is to keep it interesting and engaging. It should be properly tested and bug free (as possible as it can be).

I believe this game has tried to follow these simple rules.This game is a basic text adventure game written in Python3. Main USP of this game is, its interaction with the player, simplicity level.

TEXT ADVENTURE GAME FEATURES

- Has a layout.
- Has introduction text.
- Has no images, must use imagination.
- Has a context.
- Has an overall objective
- Has clear instructions at the start of the game.
- Has a Start feature and an option to restart.
- Has an on-going storyline outputted to the screen, telling the user what they are doing, where they are, the description of the surroundings or situation etc.
- Use of colourful engaging language.

• There are different locations to go to.

• Has items that can be collected.

• Has choices / decisions for the user to make and input using the keyboard.

• The user inputs specific simple words and phrases.

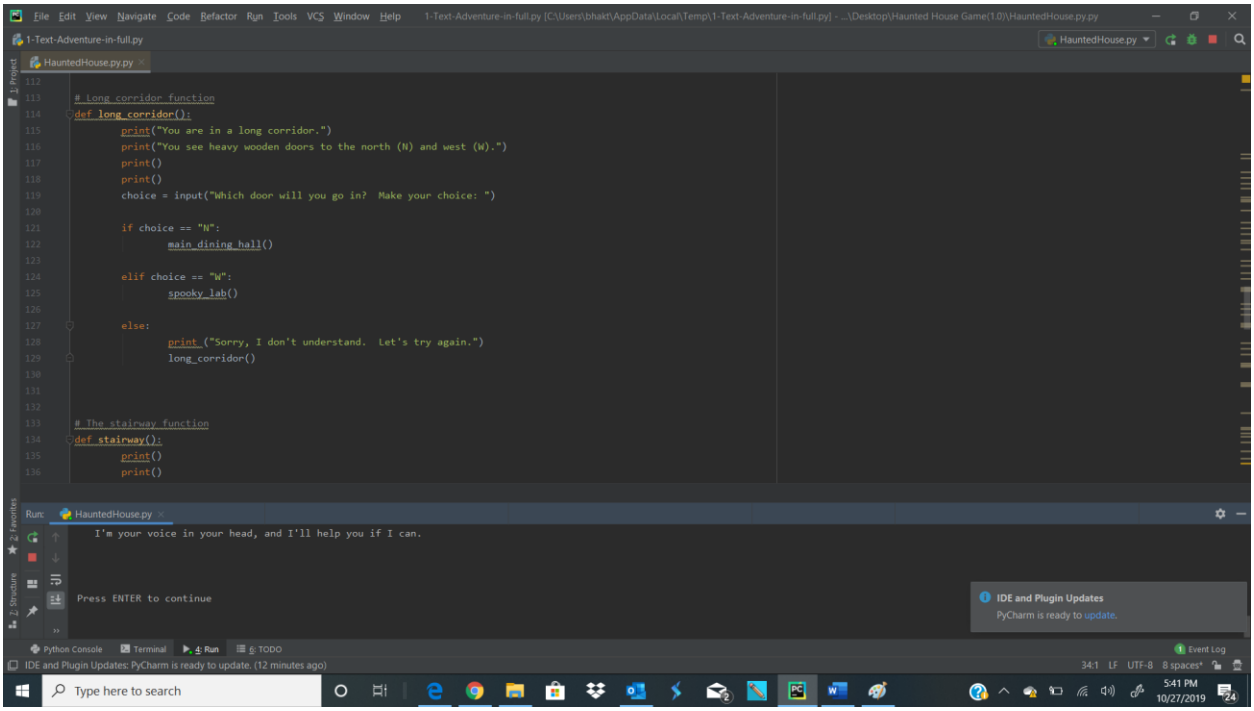
• There is interaction i.e. the computer responds to the user's inputted data.

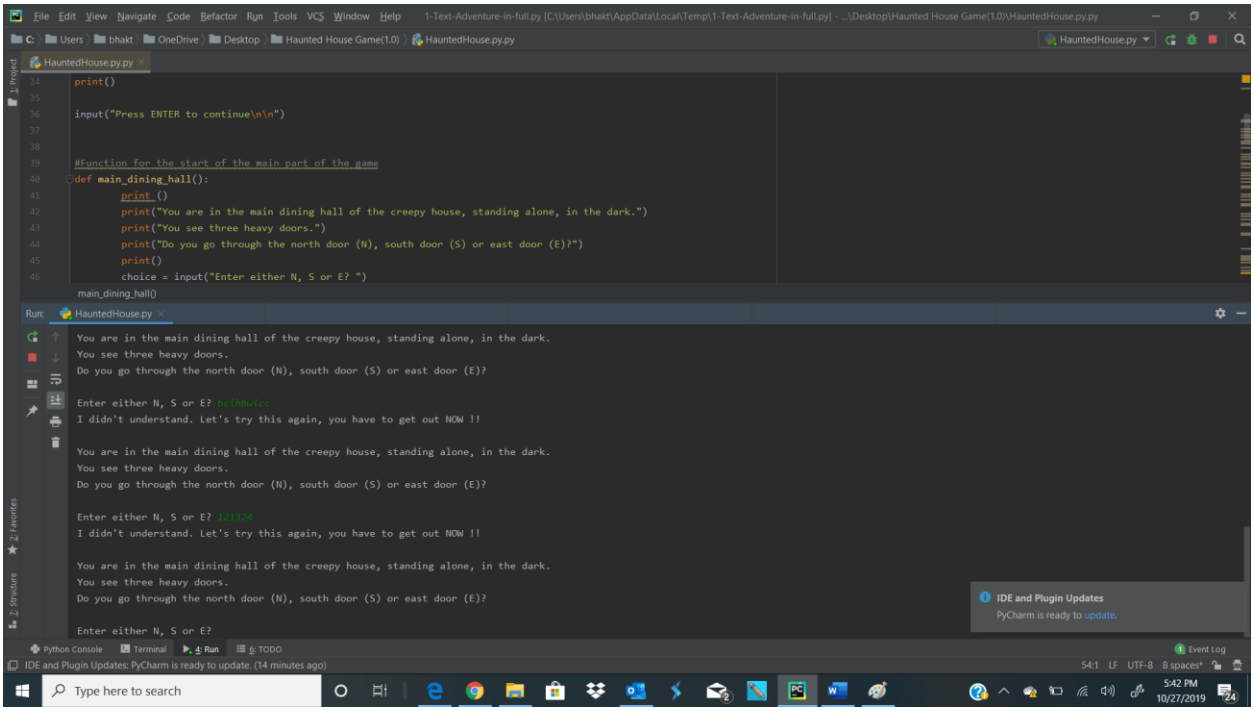
Example: if the user types an incorrect word, phrase or spelling, the computer will say that it doesn't understand.

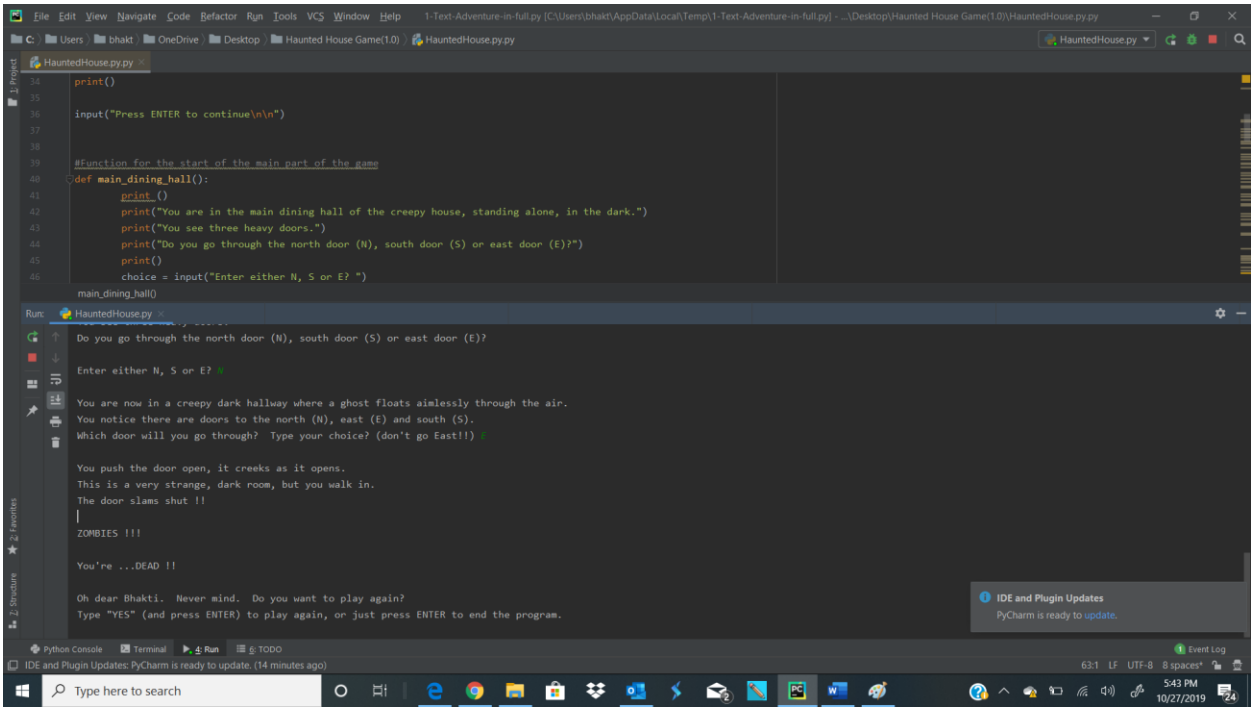
• There's an option for hints.

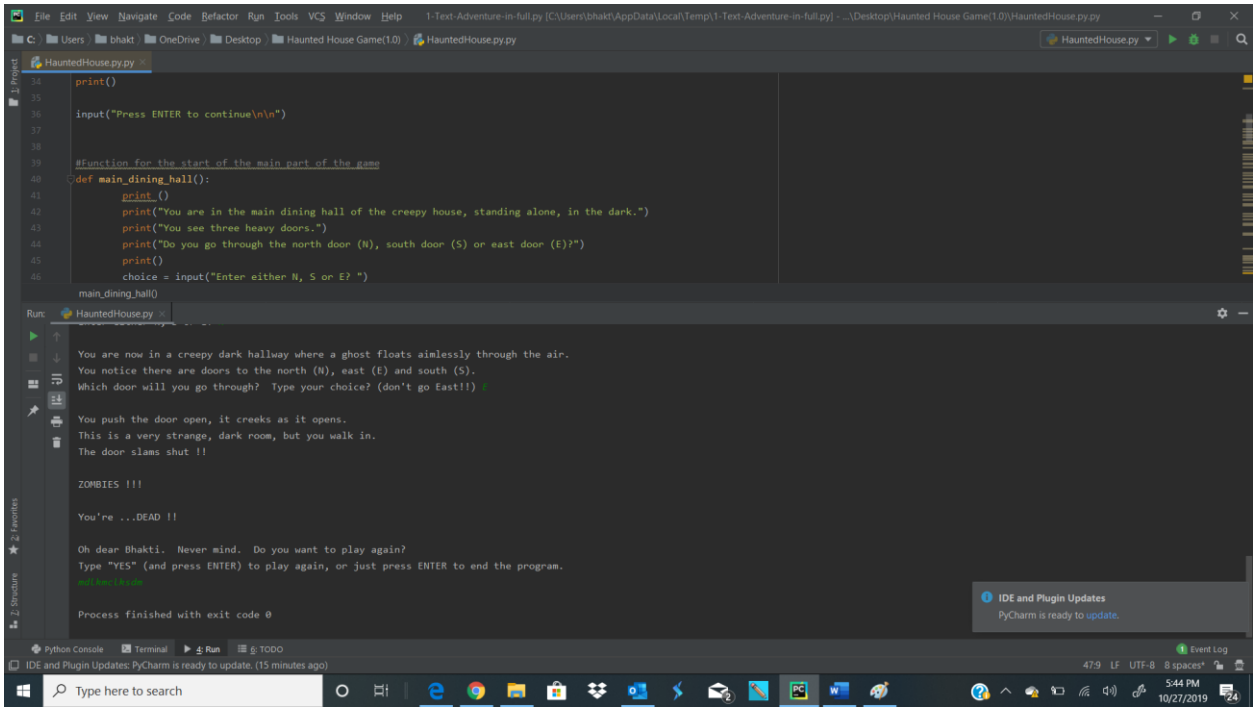
• Can't use the mouse, it is purely keyboard input.

5.) Evidence of Testing: -






print()
input("Press ENTER to continue\n\n")
#Function for the start of the main part of the game
def main_dining_hall():
print()
print("You are in the main dining hall of the creepy house, standing alone, in the dark.")
print("You see three heavy doors.")
print("Do you go through the north door (N), south door (S) or east door (E)?")
print()
choice = input("Enter either N, S or E? ")
main_dining_hall()
Do you go through the north door (N), south door (S) or east door (E)?
Enter either N, S or E? N
You are now in a creepy dark hallway where a ghost floats aimlessly through the air.
You notice there are doors to the north (N), east (E) and south (S).
Which door will you go through? Type your choice? (don't go East!!) E
You push the door open, it creeks as it opens.
This is a very strange, dark room, but you walk in.
The door slams shut !!
ZOMBIES !!!
You're ...DEAD !!
Oh dear Bhakti. Never mind. Do you want to play again?
Type "YES" (and press ENTER) to play again, or just press ENTER to end the program.
IDE and Plugin Updates
PyCharm is ready to update.
Type here to search


print()
input("Press ENTER to continue\n\n")
#Function for the start of the main part of the game
def main_dining_hall():
print()
print("You are in the main dining hall of the creepy house, standing alone, in the dark.")
print("You see three heavy doors.")
print("Do you go through the north door (N), south door (S) or east door (E)?")
print()
choice = input("Enter either N, S or E? ")
main_dining_hall()
You are now in a creepy dark hallway where a ghost floats aimlessly through the air.
You notice there are doors to the north (N), east (E) and south (S).
Which door will you go through? Type your choice? (don't go East!!) E
You push the door open, it creeks as it opens.
This is a very strange, dark room, but you walk in.
The door slams shut !!
ZOMBIES !!!
You're ...DEAD !!
Oh dear Bhakti. Never mind. Do you want to play again?
Type "YES" (and press ENTER) to play again, or just press ENTER to end the program.
Process finished with exit code 0
IDE and Plugin Updates
PyCharm is ready to update.
Type here to search

6.) List of Errors: -

- While making this game I got many errors. Among them most common was Syntax error (fig:1), here and there I used to forget simple things like: closing the bracket e.g print(
- Another common error was Name error. E.g. main_hall() instead of main_dinning_hall()

Fig 1- Syntax error

Fig:2 Name error

7.) Wish of Further Enhancement: -

- Because of my limitation to the knowledge of Python, I could use only simple basic logic of it.
- If I could further enhance it, I would like it make multi player game or player vs computer game.
- I would like to make this game in many levels also (right now it has only 1 level).
- I would also like to make it in 3D with some cool graphics and design.

8.) Source Code (pdf): -

```
# 27th October 2019
# My first text adventure game
#*************************************************************


name = input("What's your first name? ")
print("Hi " + name + ", are you ready to for new exiting adventure?")
print()
input("If so, press ENTER to start the adventure.")
print()
print()
print("OK, here we go.")
print("into the world of....")
print()
print("Haunted House Game(1.0)")
print("\n")
input("Press ENTER to continue")
print("""
```

SCENARIO:

It's Halloween and you've just walked into what you thought was a fun haunted house.

However, you realise this is no fun haunted house .. and the front door has just closed and locked.

There are ghosts in the hallways and real monster danger.

It's very dark, and dangerous...and you have to get out - quickly !!

I'm your voice in your head, and I'll help you if I can.

```
""")
print()

input("Press ENTER to continue\n\n")


#Function for the start of the main part of the game
def main_dining_hall():
    print ()
    print("You are in the main dining hall of the creepy house, standing alone, in the dark.")
    print("You see three heavy doors.")
    print("Do you go through the north door (N), south door (S) or east door (E)?")
    print()
    choice = input("Enter either N, S or E? ")

    if choice == "N":
        dark_hallway()

    elif choice == "S":
        long_corridor()

    elif choice == "E":
        stairway()

    else:
        print ("I didn't understand. Let's try this again, you have to get out NOW !!")
        main_dining_hall()



# The Dark Hallway function
def dark_hallway():
```

```
print("\nYou are now in a creepy dark hallway where a ghost floats aimlessly through the air.")
print("You notice there are doors to the north (N), east (E) and south (S).")
choice = input("Which door will you go through?  Type your choice? (don't go East!!) ")

if choice == "N":
    print()
    print("You push on the door.  It's locked.")
    print("There's a keypad.  You need to type a code into it to unlock the door and escape.")
    print("(The code is in one of the rooms in the house).")
    enter_find = input("Do you want to enter the code (E) or find the code (F)? \n")

    if enter_find == "E":
        escape()

    elif enter_find == "F":
        main_dining_hall()

    else:
        print("I didn't understand.  Please answer either E or F.")
        dark_hallway()


elif choice == "S":
    print()
    main_dining_hall()

elif choice == "E":
    print("\nYou push the door open, it creeks as it opens.")
    print("This is a very strange, dark room, but you walk in.")
    print("The door slams shut !!\n")
    print("ZOMBIES !!!\n")
    print("You're ...DEAD !!\n")
    print("Oh dear " + name + ".  Never mind.  Do you want to play again? ")
```

```
        play_again = input('Type "YES" (and press ENTER) to play again, or just press ENTER to end the program. \n')

        if play_again == "YES":
            print("\nGreat! Just remember not to go east this time (I did try to warn you).")
            main_dining_hall()

        else:
            exit()

    else:
        print ("Umm, I didn't quite get that. Try again. ")
        dark_hallway()



# Long corridor function
def long_corridor():
    print("You are in a long corridor.")
    print("You see heavy wooden doors to the north (N) and west (W).")
    print()
    print()
    choice = input("Which door will you go in?  Make your choice: ")

    if choice == "N":
        main_dining_hall()

    elif choice == "W":
        spooky_lab()

    else:
        print ("Sorry, I don't understand.  Let's try again.")
        long_corridor()
```

```
# The stairway function
def stairway():
    print()
    print()
    print("This is a creeky wooden stairway. Shhhh! Be careful.")
    print("You see heavy wooden doors at the bottom of the stairs and back to the west.")
    print()
    print()
    choice = input("Will you take the door at the bottom of the stairs (S) or back to the west (W)? ")

    if choice == "S":
        dungeon()

    elif choice == "W":
        main_dining_hall()

    else:
        print ("Umm, I didn't quite get that. Try again.")
        stairway()



# The dungeon function, where the user sees the skeleton
def dungeon():
    print()
    print()
    print("You've found a dungeon, with a skeleton chained to the wall.")
    print("Remember what you've seen.  This will help you to get out of the house.")
    input("Press ENTER to head back up the stairs to the main hall.\n")
    main_dining_hall()
```

```
# Spooky lab function, where you can open a drawer to find instructions on how to get out of the house.
def spooky_lab():
    print()
    print()
    print("You're in a spooky lab with bubbling tubes of phosphorous liquids.")
    print("There's also a monstrous figure in the far corner.  It hasn't seen you yet.")

    input("Press ENTER to continue.\n")

    print("There's a table with a drawer.\n")
    print("You open the drawer and find instructions on how to get out of the front door.")
    print('The instructions say "There is a keypad on the front door.  To get out, ... ')
    print('enter the name of what you saw in the dungeon".\n')

    instructions = ""

    while instructions != "Yes":
        instructions = input("Confirm (Yes) that you have read the instructions: ")

    print("\nWell done " + name + ", you're doing great.")
    input("Press ENTER to leave the room.\n")
    long_corridor()



# Trying to enter the code on the keypad to escape through the main door
def escape():

    code = ""
```

```
    while code != "skeleton":
        code = input("Enter the code: ")

        if code == "skeleton":
            print("You are FREE !!!!!!!!")
            input("Press ENTER and click OK to end the program")
            exit()

        else:
            print("Incorrect")
            look_for_code = input("Press Y to look for the code again, or ENTER to try again: ")

            if look_for_code == "Y":
                main_dining_hall()

            else:
                look_for_code == ""


# Start of the game
main_dining_hall()
```

9.) Self-Assessment: -

After considering many angels like: Game's complexity level, my basic knowledge- and applying my knowledge to my work product, error free tested game, Professional level and many other things, I would give myself **8/10.**