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HAUNTED HOUSE ESCAPE ROOM

Escape a fully-immersive 3D Haunted Mansion by solving puzzles through each floor.

KEY FEATURES

- Project created in Unreal Engine 5
- First-person style of gameplay
- Highlights capabilities of Object-Oriented Programming
- Coded in "Blueprint", Unreal Engine's visual coding language
- Player interacts with environment by clicking on highlighted objects, which react based on object class
- Linear puzzle progression with communication between puzzles handled by in-game event dispatchers
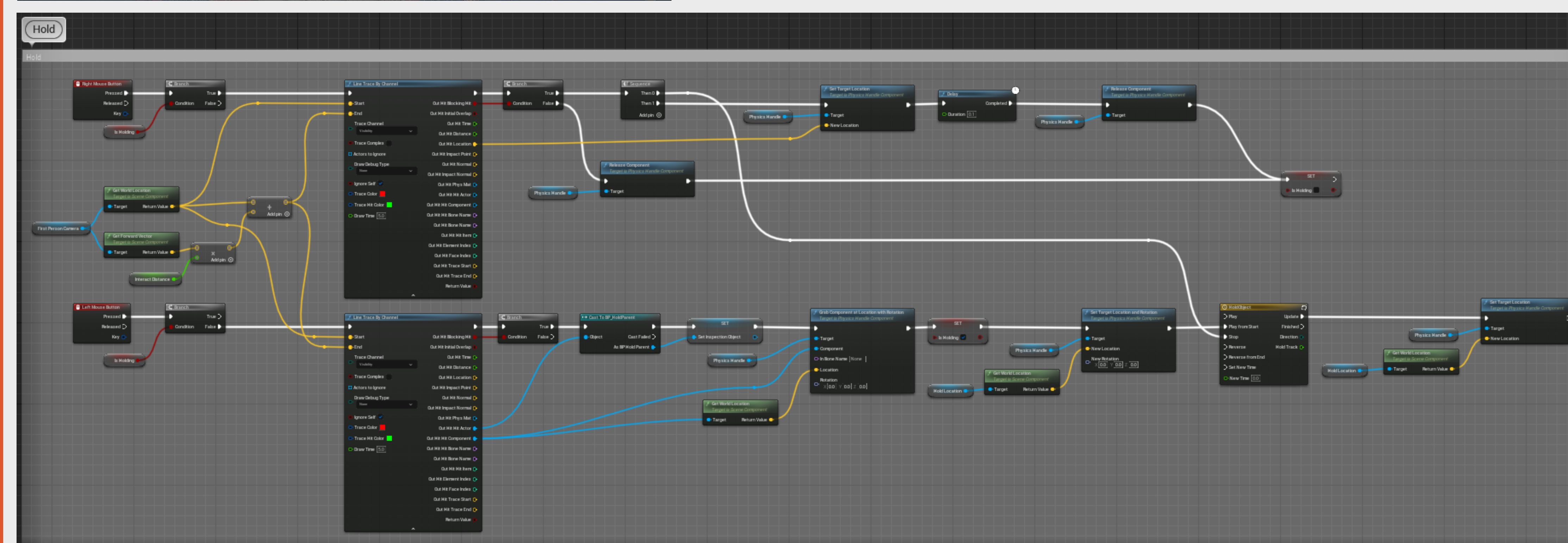
This Place is HAUNTED!
I'm Scared!

PROJECT DESCRIPTION

- You find yourself locked in the kitchen of a recently abandoned home, with your only option to explore deeper into the home

- Solve puzzles and gain courage to venture through three floors of a haunted mansion to escape with your wits intact

- Control the player model with basic mouse and keyboard input, to move and interact with objects in your environment

- Clues and hints are scattered around your environment, and will require a keen eye to solve

TECHNICAL FEATURES

- 'Character' Event Page handles object interaction - Objects are found through a line trace, then 'Casted' to check for validity before action occurs

- Interfaces are implemented on top of different objects that require similar functionality, such as highlighting when viewed, or moving when clicked, to lower dependency load

- Object to object communication achieved through direct references or casting, to obtain values

- Event dispatchers utilized as a signaler-observer pattern for events

- Icon and text widgets are utilized as a simple UI system

- Interactable objects utilize a physics handle for smooth motion

- Base project assets, including the house environment and some object functionality are built off Epic Games Marketplace content pack: Modular Victorian House.

https://www.unrealengine.com/marketplace/en-US/product/victorian-house

PROJECT REPOSITORY:
https://github.com/KristyWaters/escape_room

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