Final Project Outline Playable Character - Personality - Chance to be possessed 4 - Inventory: L> collected evidence △ Haunted-Hause - can be entered lossed
- gives options for rooms
- can leave after entering
ench room

25 ofter leaving,
tests which ending you
get 4 Rooms in house - aunilibre actions based in enomatur 13 each action 14 rish of possession-- has ghost orns test to see if possesion occurs - has evidence — Story: L> Groat: Collect evidence + survive alt ending: - possesion & all oth

-live but leave empty handed

L> Asking questions to select character!

