**“Haunted House at Night”**

**Scene Change:**

Press 1: Scene 1

Press 2: Scene 2

Press 3: Scene 3

Press 4: Scene 4 **Scene 1: Outside View- Thunder, Dark Clouds**

**Object:**

1. Haunted House (Exterior View)
2. Dark sky with thunderclouds
3. Lightning bolts
4. Tree
5. Bats flying
6. Moon partially hidden by clouds
7. Car
8. Arrow for weather
9. Door Bell
10. Grave stone
11. Car with blinking Headlight
12. Forest
13. Skeleton
14. Danger Sign Board
15. Road

**Animation:**

1. Moving clouds across the night sky
2. Flashing lightning bolts
3. Bats flying across the screen.
4. Car headlights on/off
5. Moving the arrow with wind
6. Bell ringing
7. Tree swaying slowly
8. Blinking window light and headlight of cars
9. Skeleton visible-invisible
10. Cracked grave stone
11. Blood stain on danger sign board

**Mouse Interaction:**

1. **Hover on bats-** change the direction
2. **Right Click-** Increase the speed of cloud, arrow and add the blood stain on danger sign board.
3. **Left Click-** Decrease the speed of cloud, arrow and remove the blood stain on danger sign board.

**Keyboard Interaction:**

1. **L/l** → Toggle lightning (Building)
2. **H/h** → Car headlight on/off
3. **B/b** →Stop the bat flying
4. **Z/z**→ Change the arrow direction: Clockwise or anticlockwise
5. **R/r**→ Raining and flashing lightning bolts. (After the lightning bolts the grave stone will be cracked.)
6. **D/d**→ Door bell
7. **W/w**→ Stop the moving arrow
8. **T/t** → Car will be move and go out of the scene.

**Scene 2: Haunted Room – Indoor View**

**Objects:**

1. Inside room structure
2. Plates
3. Candles
4. Candle holder
5. Raindrop
6. Chandelier
7. Fireplace and flames
8. Mirror
9. Carpet
10. Table
11. Wall Clock
12. Window

**Animations**:

|  |
| --- |
| 1. Small flames flicker with subtle vertical offset. |
| 1. Candle flames flicker, especially when hovered. |
| 1. Diagonal raindrops fall from the window if rain is enabled. |
| 1. Swings back and forth like a real chandelier. |
| |  | | --- | | 1. Oval mirror on left wall. Clicking cracks it and triggers a jumpscare ghost. | |
| 1. Pendulum in the wall clock swings in a sine motion. |
| 1. Plates animate left/right when clicked. |
| 1. Displays ghost for a short time after mirror interaction.   (CAUSION- Decrease The Volume) |

|  |  |  |
| --- | --- | --- |
| Fireplace | - Hover + Click | - Hover changes flame colors; click toggles fireplace on/off. |
| Plates | - Click | - Starts plate motion in opposite direction. |
| Mirror | - Click | - Cracks the mirror and shows ghost (plays jumpscare.wav). |
| Candles | - Hover | - Makes flames larger and glow more. |

**Mouse Interactions:**

(CAUSION- Decrease The Volume)

**Keyboard Interactions:**

|  |  |
| --- | --- |
| 2 | - Enters the haunted room. |
| n or N | - Switches between night and day. Affects background colors, chandelier & candle flames. |
| r or R | - Turns rain on/off. Plays looping sound (rain.wav) on Windows. |
| c or C | - Freezes or resumes candle flame movement. |
| f or F | - Turns fireplace on/off programmatically. |

**Scene 3: Haunted Corridor – Indoor View**

**Objects:**

1. Corridor floor
2. Corridor walls and ceiling
3. Hanging bulbs
4. Wall paintings
5. Spider webs
6. Moving spiders
7. Ghost (appears after delay, floats upward)
8. Cockroaches
9. Rain (visible through broken window or corridor gaps)
10. Door at the end of the corridor

**Animations:**

1. Hanging bulbs blinking randomly
2. Ghost floats upward after appearing (delayed animation)
3. Rain continuously falling
4. Cockroaches crawling across the floor
5. Spider slowly moves along the web
6. Door close open
7. Shape

**Mouse Interaction:**

1. Right Click – Rain started
2. Right Click- Rain stop
3. Left Click – Bulb blinking fast
4. Left Click- Bulb Return Before Rythm
5. Shape

**Keyboard Interaction:**

1. G/g → Ghost Appear
2. H/h → Ghost dissapear
3. C/c →Appear cockroaches on floor

**Scene 4: Peaceful Morning After the Haunt – Outdoor View**

**Objects :**

* Early‑morning sky with a dark‑to‑bright gradient
* Rising sun on the right‑hand horizon
* Two‑lane asphalt road with white dash lines (foreground bottom)
* Grassy ground between the road and horizon
* Distant, calm haunted house (left‑mid background)
* Bush clusters around the house + extra shrubs
* Tall tree at the far right with a leafy crown
* Flower patch near the tree trunk
* Flock of birds gliding overhead
* Leaves that can detach and fall from the tree
* Bees (tiny yellow bugs) buzzing above the flowers

**Animations :**

* **Sunrise** – sun ascends while the sky gradually brightens
* **Birds** – glide across the sky; wings flap while active
* **Falling leaves** – drift downward only when enabled
* **Flowers** – petals sway gently; glow & enlarge on hover
* **Bees** – loop and bob near the flowers when enabled
* **Tree rustle** – crown sways side‑to‑side when hovered
* **Grass ripple** – short blades undulate when the cursor hovers over the ground
* **Sun flare** – halo rings appear when the cursor nears the sun

**Mouse Interaction (hover only):**

| **Cursor position** | **Visual response** |
| --- | --- |
| Over the **tree canopy** | Tree crown rustles gently |
| Over the **ground/grass** | Grass lines ripple softly |
| Near the **sun** | Sun expands a warm halo (two faint rings) |
| Over any **flower** | Flower glows pink, grows slightly, and the entire patch begins to sway |

*(No mouse‑click actions are bound in this scene.)*

**Keyboard Interaction :**

| **Key** | **Effect** |
| --- | --- |
| **S / s** | Start or resume the sunrise sequence (spawns birds, flowers, bees on first use) |
| **A / a** | Toggle birds ON / OFF (flight & wing‑flap) |
| **L / l** | Toggle falling leaves ON / OFF |
| **B / b** | Toggle bees buzzing ON / OFF |
| **F / f** | Toggle continuous flower sway (independent of hover) |
| **C / c** | Cancel / reset everything (pause sunrise, stop birds, leaves, bees, sway) |
| **Esc** | Exit the program |