* Haunted House
* Collect candy
* **Intro – Form 1**
  + **Explain how to go through project**
  + **Click on front door to enter game**
  + **Instructions Button**
  + **Initialize and display candy counter**
  + **Click on door to enter next room**
  + **If next room is entered and candy is not collected then keep going**
* **Room 1: Foyer**
  + **Candy hidden behind vase/statue**
  + **5-6 objects as possibilities**
  + **Button to next room**
  + **Once candy is found, move immediately to next room**
* **Room 2: Kitchen** 
  + **Candy hidden behind fridge**
  + **7-8 objects as possibilities**
  + **Button to next room**
  + **Once candy is found, move immediately to next room**
* **Room 3: Living Room**
  + **Candy hidden under couch**
  + **4-5 objects as possibilities**
  + **Button to next room**
  + **Once candy is found, move immediately to next room**
* Room 4: Master Bedroom
  + Candy hidden under table lamp
  + 6-7 objects as possibilities
  + Button to next room
  + Once candy is found, move immediately to next room
  + Timer and Progress Bar
* Room 5: Child Bedroom
  + Candy hidden under table lamp
  + 6-7 objects as possibilities
  + Button to next room
  + Once candy is found, move immediately to next room
  + Timer and Progress Bar
* Room 6: Basement
  + Candy hidden under table lamp
  + 6-7 objects as possibilities
  + Button to next room
  + Once candy is found, move immediately to next room
  + Timer and progress bar
* Room 7: Attic
  + Candy hidden under table lamp
  + 4-5 objects as possibilities
  + Button to next room
  + Once candy is found, move immediately to next room
  + Timer and progress bar
  + End button
  + If candy counter is not = 8 then player loses
  + If candy counter = 8 then player wins