For my project, I interpreted the theme “everything is alive” as a comedic spooky game where the furniture and objects inside a haunted mansion all talk. The idea is that these talking objects were once humans who have been transformed into objects around the house, and the player is in danger of becoming one themselves. The controls for my game are straightforward. You use the keyboard A (left), D (right), W (forward), and S (backward) for navigation. You use the mouse to orient your point of view, and the left mouse click allows you to interact with objects, keys, and doors (furniture blockades). Pressing the exit key on the keyboard brings up the pause menu.

Throughout the process of creating this concept game, I faced several challenges. Fortunately, I found a wonderful asset that included the environment of a haunted house and all the necessary furniture. However, even creating the first-person player required multiple restarts due to my tendency to break everything. After overcoming this hurdle, I was able to establish the foundation for my game and no longer needed to restart my project. Some of the work I’m proud of includes replacing unlockable doors with furniture that blocks doorways and moves out of place when presented with the correct key. Additionally, once I figured out how to make messages pop up when objects were clicked, it became easy to add messages to new objects. Unfortunately, I ran out of time to create a more polished game where the player can escape the mansion before becoming a talking piece of furniture. I would like to complete this by hiding a key somewhere within the three-story haunted mansion. I also want to have everything be interactable and talk to the player instead of just messages popping up.

Assets used

<https://assetstore.unity.com/packages/audio/music/horror-chase-ambience-music-210570>

<https://assetstore.unity.com/packages/3d/environments/fantasy/horror-mansion-low-poly-3d-models-pack-270236>

<https://assetstore.unity.com/packages/audio/music/free-horror-ambience-2-215651>

<https://assetstore.unity.com/packages/audio/sound-fx/foley/footsteps-essentials-189879>