

THE HAUNTED HOUSE

By: Zombies Analytics

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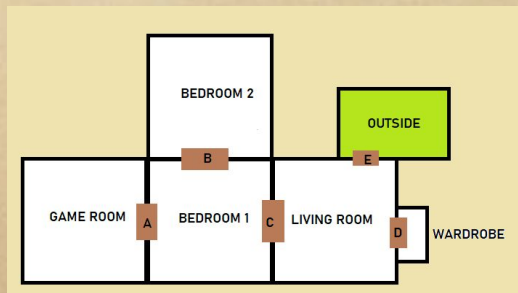
A detailed steampunk workshop with a wooden floor and ceiling. The walls are covered in various gears, clocks, and mechanical parts. A central blue panel features the text 'PROJECT OVERVIEW' in white. To the left is a desk with a sewing machine and a window. To the right is a desk with a stool and a lantern. The room is lit by two hanging lanterns and a small lamp on the right desk.

PROJECT OVERVIEW



How is the game's structure organized?

- Topic: Haunted house
- Game type: Escape room game
- Brief explanation: You wake up in a haunted house and you have to solve enigmas and find keys in order to escape.





Which functions do you have and how are they imported?

```
linebreak()  
start_game()  
play_room(room)  
explore_room(room)  
get_next_room_of_door(door,current_room)  
examine_item(item_name)  
check_time()  
show_image()
```



Which features did you add to the game?

- Timer, images, riddles

TECHNICAL CHALLENGES

The image is a detailed steampunk-themed background. In the center, a dark rectangular sign with ornate metal corner brackets displays the text "TECHNICAL CHALLENGES" in a bold, white, serif font. The background is a wooden wall filled with various mechanical parts: large and small brass gears are mounted on shelves and the wall itself; several glowing incandescent light bulbs are suspended from the ceiling and placed on the desk; and a row of small, uniform books sits on a shelf to the right. On the far left, a portion of a window with a grid pattern is visible, and a small mechanical fan stands nearby. The foreground consists of a rustic wooden desk with several glowing light bulbs and a few gears resting on its surface. On the right side of the desk, a large, heavy-duty metal safe with a circular dial is partially visible.



What was the most important challenge faced?

Code debugging. Interpret error and handle exceptions.



How did you overcome it?

Teamwork and brainstorming. Running the code several times with key prints to understand the error

A detailed steampunk-themed still life. The background is a dark wood wall adorned with various mechanical parts like gears, dials, and clock faces. Several glowing incandescent light bulbs are suspended from above and placed on the floor. In the center, a dark rectangular panel features the word "MISTAKES" in a large, white, serif font, flanked by ornate scrollwork. To the left and right are wooden shelves holding books, more gears, and small mechanical devices. In the foreground, a large round clock with Roman numerals sits on a wooden plank floor, surrounded by a typewriter, a bottle, and various gears. A small candle in a holder is also visible on the left.

MISTAKES



What was the biggest mistake you made during this project?

Difficult loops and lots of interactions.



What did you learn from it?

Better to keep it simpler for the first project.



DEMO

PLAY



CONGRATS!
YOU
ESCAPED
THE ROOM!

