

Haunted Mansion

print([name for name in team])

['Sanz-Extrema, Fernando' 'Venturini-Bergomas, Dalmiro ']

PROJECT OVERVIEW

How is the game's structure organized?

- **Definition of Dictionaries: rooms, items, relations.**
- **Definition of Functions.**
- **Game Execution.**

Which features did you add to the game?

- **Extra rooms, objects,**
- **House representation function.**
- **Rock, paper and scissors game function.**

TECHNICAL CHALLENGE

- What was the most important technical challenge you faced?
- How did you overcome that challenge?

BIG MISTAKE

- What was the biggest mistake you made during this project?

Trying to implement a lot of changes all at once

- What did you learn from it?

Baby steps

PRODUCT DEMO



Will you escape the mansión??



Haunted Mansion

Thank you for your attention

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