Keyhouse Escape

By

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Project Overview

Game structure

Couch

You wake up on the couch

Hint for the question card

Key to Door A

Piano

Game Room

Bedroom 2

Double Bed

Key to Door C

Misleading track

Dresser

Key to Door D

NOTHIN TO SEE HERE...

Door B

Bedroom 1

Queen Bed

Key to Door B

Door A

Door C

Door D

Question Card
If answered correctly, the game continue

Living Room

Dining Table
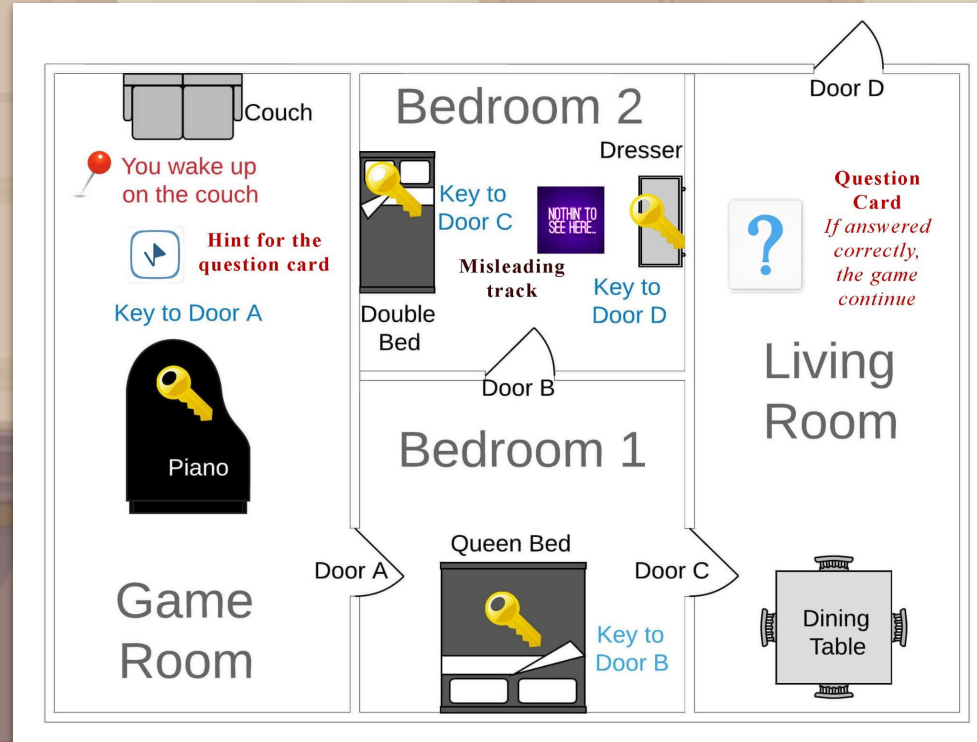
Project Overview

Type of functions and how are they imported?

- **linebreak()**:Prints a line break (two newlines) to separate different parts of the game text, improving readability.
- **start_game()**:Initiates the game with an introduction and calls the function to start playing the current room.
- **play_room(room)**:Manages the gameplay within a specific room. If the player is in the target room (outside), it declares the game as successfully completed. Otherwise, it prompts the player to explore or examine items in the room.
- **explore_room(room)**:Lists all the items available in a specific room, such as furniture or doors. This helps the player know what they can interact with.
- **get_next_room_of_door(door, current_room)**:Finds the next room connected to a specific door. This is used when the player unlocks a door and decides to enter the next room.
- **question_card()**:This is a puzzle function where the player has to answer a question to proceed in the game. If the player answers correctly (e.g., "Tehran"), they can continue. If not, they are prompted to try again.
- **examine_item(item_name)**:Allows the player to examine a specific item in the room. It checks if the item is a door (which may need a key), furniture (which may contain a key), or a puzzle. Depending on what the player finds, the game state is updated.
- **game_state**:This is a dictionary that holds the current state of the game, including the player's current room, the keys they've collected, and the target room (outside). It's used throughout the game to track progress.

Project Overview

Features added to the game:

- Puzzles
- Misleading tracks
- Hints for the puzzles

Technical Challenge

What was the most important technical challenge we faced?

- Add the end game
- Add a hidden vent behind a poster

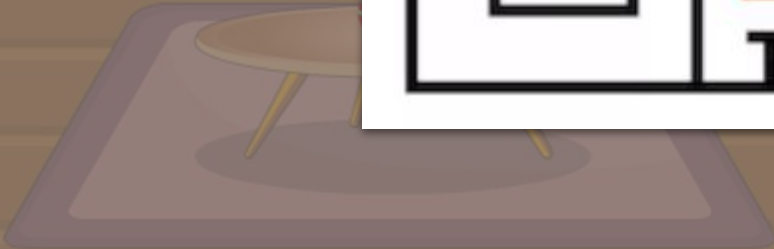**How do we overcome the challenge?**

- Stick to the poster

Big Mistake

What was the biggest mistake we made during this project?

● Investing too much time into complicated game mechanics that we didn't have time to realize

What did we learn from our mistakes?

● Keep goals reasonable in the timeframe we have

Demo