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ENGLIT 1201  
31 October 2024

### Goodnight Moon: Project Report

For our game, we adapted the children's book Goodnight Moon into a horror game/escape room. The overall gameplay includes using the arrow keys to move around the room and clicking different objects to interact with them. The user will eventually discover the letters *h*, *u*, *s*, and *h*, spelling out the word *hush*. This must be entered into the keypad on the door. The user will also find the following numbers around the room: 4, 4, 3, 3, 5, 5, 5, 1. When translated to letters, this code spells *help*. This clue must be entered into the phone. If the user completes both of these tasks and presses the goodnight button on every object before the timer runs out, they will be able to escape. Otherwise, they'll lose. There are 16 objects (taken from the book) to which the user must say goodnight, along with the door and the phone book, which we added to support the escape room functionality. Interactable objects are distinguished by color—they are more saturated than the background.

As far as our design process, we were initially worried our aspirations might be too ambitious, but most of what we planned to create made it into the game one way or another. We started out by broadly thinking about how the book could be made into a horror game. Since the room and the objects in it are such a crucial aspect of the book, we decided to hone in on these components and ensure the user interacts with each one. Looking back now at our preliminary design note, the only large difference is that instead of completing challenges, the user is just clicking buttons. But given the scope of the project, we're okay with more simple interactivity.

If we were to do a future iteration, we would definitely want to animate the player movement and cut scenes. Also, we would probably consider adding music and sound effects. Another aspect we wanted to create but just didn't have the time for was a flashlight effect that would follow the user, illuminating only certain parts of the room. I think if we had the time, we would add that as well. And, as I mentioned, we might make some more in-depth challenges, or even another level after the first room is escaped.

Finally, for credits, both of us worked collaboratively on the scene layout and general design choices. Reid did all of the art, as all of our assets are hand drawn, while Julie handled the code and general functionality.