

# A Haunted House

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# What I intended

- I wanted to make an RPG horror game that had different levels and puzzles and junk
- I wanted to have original characters
- I wanted the characters to be able to roam the levels freely.



# Why is it unique?

- Designs are pretty original
- There aren't too many rpg horror games out there.

# How I Made My Game

- I used unity to make my game
- Youtube as guides
- I used google as a resource to fix errors(didn't help much)

# Challenges

- Getting my characters to move was a challenge
- Adding new assets caused major errors
- I kept getting unfixable bugs
- Motivation....
- Getting the maps to show on screen and to move.
- I can't run the game



# What It Can Do

- The character is able to walk around
- The maps are animated a bit
- The enemies don't work
- I didn't have time for jump scares or puzzles
- Difficulty level I wasn't able to make
- And nothing happens when the player dies.
- What I did want to add at the end of the game was a quit menu.