

THE HAUNTED HOUSE

By: Zombies Analytics

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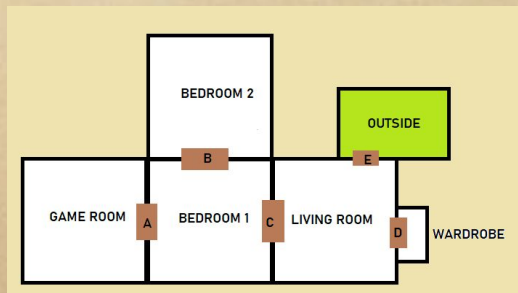
A detailed steampunk workshop scene. The background wall is covered in various mechanical parts, including large gears, smaller gears, and several round clock faces. A central panel features the text 'PROJECT OVERVIEW' in a stylized font. To the left, a wooden workbench holds a vintage sewing machine. To the right, there's a wooden chest and a large wheel. The floor is made of wooden planks, and the ceiling has exposed wooden beams. Two hanging lanterns provide warm lighting. The overall aesthetic is industrial and Victorian-inspired.

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





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 of the panel is a wooden shelf with books, a small lamp, and a gear. To the right is another shelf with a large gear, books, and a candle. 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 mechanical device with a gear is on the left, and a candle in a holder is on the right.

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!

