



GHOST HOUSE

THERE IS NO ESCAPE



A game by: Carolina, Daniel, Nuno and Sérgio

GAME STRUCTURE

Type: Text-based game - Escape Room

General structure

- Map with 4 rooms
- Different objects to interact
- Find the hidden keys to get out

Playability

- User can type explore or examine
- Explore: Returns all items in a room
- Examine: Type to interact with items
- Images generated by AI

Map



GAME FUNCTIONS

Type: Text-based game - Escape Room

Libraries

- Pygame (sounds)
- Pillow (show/size)
- Tkinter (auto close)
- Time (wait)

Functions

- Call and Play MP3
- Call and show Images

Data

- Store the images in a dictionary

GAME FEATURES

Added features



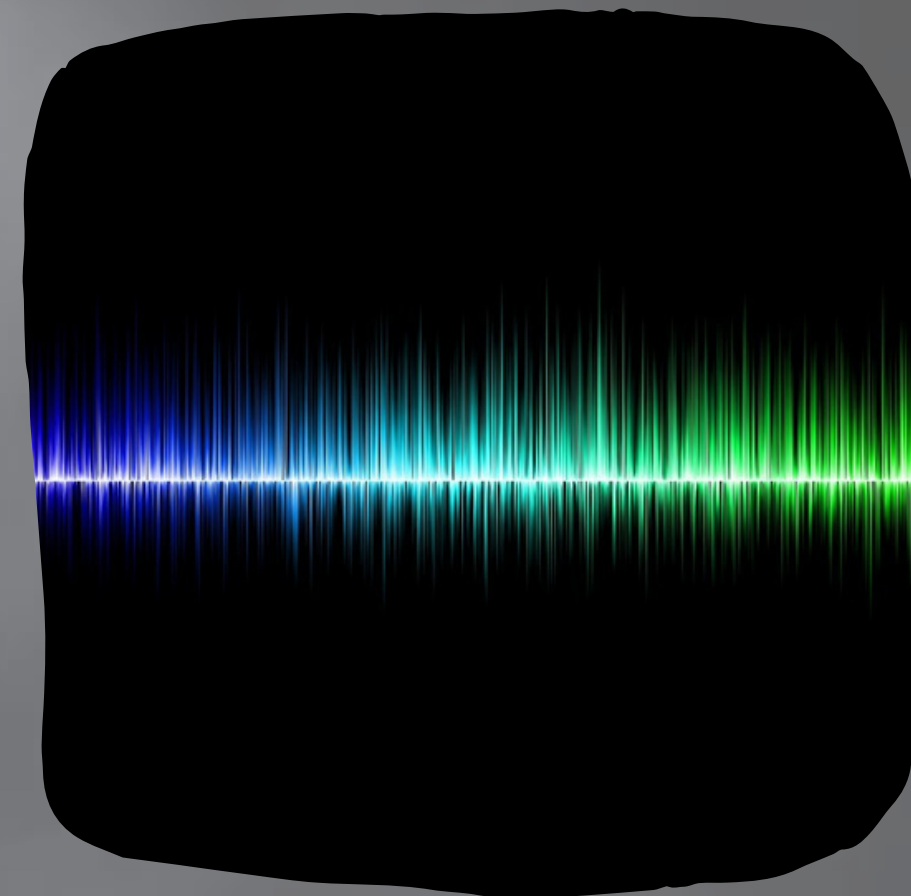
Images



Music



Sounds



TECHNICAL CHALLENGES

What we want to improve

Details matter

- Make sure all data and functions match;

Images and Sounds

- How to call images and sounds
- How to make them appear and disappear at the right time;
- Make the game more visually appealing;

Add game complexity

- Add smaller games to get the keys;
- How and where we should implement the code for "little games" inside the game;

TECHNICAL CHALLENGES

Where we succeeded and failed

Details matter

- Run the program and check all items and possibilities to make sure everything matched and worked;

Images and Sounds

- The research team found the code and functions that we needed;
- The implementation could be optimized;

Add game complexity

- We developed the code for the mini-games, but didn't have time to implement it correctly;

BIG MISTAKES

Our Mistakes are our lessons

- **Dictionary interaction**
 - Make sure that the dictionaries' names were the same as the code calling. E.g. if you have a typo the code will break;
 - Create rules for naming variables and functions;
- **Which libraries we will use and where they work**
 - Make sure everyone is using the same python version, the same platform to code and have the necessary libraries installed to work on the python version we want to use;

ARE YOU BRAVE ENOUGH
TO TRY IT?

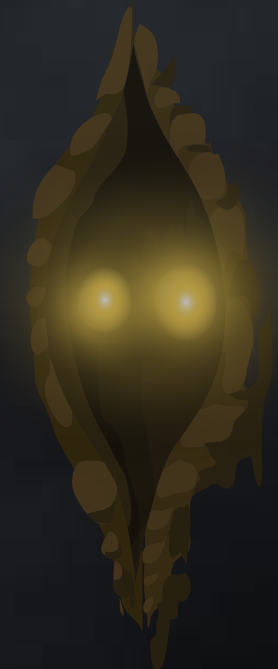
START





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