



Main character

Start the game

explore the haunted house

Caught by ghost

Caught by zombie

Steps on a trap door

eat black licorice

Crash into a wall

Access to different floors

Player can freely move back and forth between levels using staircases

allows players to explore different areas and collect all the rewards

Exit on last level

Only opens when all "regular" rewards (Candy) are collected

once all required rewards are collected, player can exit the haunted house and finish the game

Score is reduced by a certain amount

Player loses a life and is respawned at starting point of the current level

Game ends and score is displayed

Player has option to restart the game or quit

Movement is temporarily stopped for 1 second

Points are deducted from score

A set amount of points is removed from their score

Limit the player's movement but do not affect the score

Cannot pass through wall and must find alternative path to navigate the haunted house

Collecting Candies

Avoiding ghosts

Escaping zombies

Unlocking the Exit

Advancing through levels

Dealing with black licorice

Overcoming trap doors

Navigating through haunted house walls