

# Web Development – Mr. Turner

## Project – Haunted House

### **Project Overview**

Take the user through a multi-page adventure in a haunted house where the user will have to choose which way to go at every turn. Each decision could take the user closer to the exit or closer to a horrible end.

There is no minimum or maximum number of pages or endings for your story. It is up to you to make it interesting for a user and, most importantly, replayable.

### **Display**

The list below includes the essential elements of the page.

- You must use CSS to enhance the graphic design of this project.
- This project must include multiple pages, one for each location of the house.
- Each page should include two sections.
  - A story block. This must include the text of the page (one or two lines).
  - A decision block. This must include hyperlinks to other pages (other locations in the house).
- Each page should include a link back to the beginning of the story.
- Each page must include at least one image.

### **Functionality**

Almost all of the functionality for this project is in the design work. As the designer, you must lay out a map of the house. A linear map will not be interesting to a reader. Think of your story as more of a spiralling web. Start at the center and work your way out to the endings.

Some decisions may overlap. This is fine as long as the text of the story is relevant. For example, if I am the reader, I may go up the stairs and see a spooky painting. If I am in an upstairs bedroom and come out of it, I may be in that same location and see that same painting.

You must develop a consistent CSS style for your pages. Though most of your HTML code will be minimal, you should create a single CSS file to service all of your pages.

To make your page interesting and interactive, place hidden items on your page. There are a number of things that you can do.

- Click here for a secret
  - The user clicks on some text and a secret (which may or may not be a real clue) becomes visible.

- Click here to see something
  - The user clicks on some text and a hidden image appears.
- One of the base images on the page could be a secret link or show something secret as well.

***Be creative!***

### **Enhancements**

- Individualize the pages so that they can respond to wherever it is the reader came from.
  - This requires moving information from page to page.
  - For example, if you find a key to a room, you need the proper pages to respond to the user having that key.