# EU CODE WEEK CHALLENGES
## 9-24 October 2021

**Author:** Felienne Hermans, Leiden University - Ramon Moorlag, I&I - CodeWeek NL

**Title:** Haunted House in Hedy

## Purpose of the challenge
- To make an interactive Haunted House story.
- To learn programming with Hedy.

## Description of the challenge
With Hedy, you will create a Haunted House story with interactive elements. Every time the code is run a new story will be created. The story can also be read aloud by your computer and shared online.

## Target audience
Teachers and educators

## Experience
Beginner

## Duration
1 hour or 2 hours depending on prior knowledge

## Recommended tool:
Hedy on www.hedycode.com, level 1 to 4

## Instructions
Start with opening a browser and go to hedycode.com.
Follow the instructions for levels 1-4. Use the tabs 'Level' and 'Haunted house.'
With the help of these levels, we will write an interactive haunted house story.
Teachers, a lesson plan Hedy can be found here.

You can find a recording of Felienne Hermans presenting Hedy at this link.

## Example

Haunted house example at level 2:
https://www.hedycode.com/hedy/94ee69a567c34071af4189c827af4041/view

 Haunted house example at level 4:
https://www.hedycode.com/hedy/df5ae8a1303041cd84c60efe73de0485/view

## Haunted House

Up until this level the haunted house game always asked the player to choose a door, but as you might have noticed, they didn't really have to answer correctly. In the player filled in a completely random answer, the game would still work and the player might even win (despite not picking a door). In level 4 you can only win the game by picking the same door Hedy picked randomly.

## Example Hedy code

```
print 'Escape from the haunted house!'
print 'There are 3 doors in front of you...'
doors is 1,2,3
monsters is werewolf, mummy, vampire, zombie
chosendoor is ask 'Which door do you choose?'
print 'You chose door...' chosendoor
correctdoor is doors at random
if chosendoor is correctdoor print 'Great! Youve escaped!'
else print 'Oh no! You are being eaten by a...' monsters at random
```

```
1  print 'Escape from the haunted house!'
2  print 'There are 3 doors in front of yo
3  doors is 1,2,3
4  monsters is werewolf, mummy, vampire,
5  chosendoor is ask 'Which door do you ch
6  print 'You chose door...' chosendoor
7  correctdoor is doors at random
8  if chosendoor is correctdoor print 'Gr
9  else print 'Oh no! You are being eaten
10
```

```
Escape from the haunted house!
There are 3 doors in front of you...
You chose door...1
Great! You escaped!
```