

# **The Knife - Horror puzzle game escape from the haunted house**

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**Abstract:** This topic focuses on developing a puzzle and horror electronic game, specifically the 'escape from the haunted house' model. The context of the problem is defined by the lack of intellectually stimulating games in the video game industry. The research objective aims to build an interactive game system that enhances problem-solving skills and critical thinking through simulating real-life situations. The method combines psychological theory and game design, along with implementing application testing to confirm the effectiveness of the game system. The expected result is to create a highly applicable educational product, contributing to the sustainable development of the video game industry.

**Keywords:** Puzzle game, escape from the abandoned house, thinking skills