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## Toca mystery house secrets

Some swear they heard strange music coming from the basement. Can you can sing a house? Two curious or just weird creatures? Some people say that the top floor shines at night and that crazy aliens live up there. Are you ready to find out? Are you ready for an adventure in a strange house on a strange street? Everyone talks about it, but they're too afraid to get in. What about you? There's a strange house on a strange street in a strange part of town. Most people are afraid of it, but I want to sneak inside. There are so many rumors, I don't know what to believe. Some kids say the top floor shines at night and that crazy aliens live up there. Some say strange experiments are happening in the living room. A child I know absolutely swears they heard strange music coming from the basement. Can you can sing a house? I've also spoken to children who say the whole kitchen is covered in silt. Even my best friend, who never believes anything, told me that the house is alive! I had to see for myself I did, I swear. I looked inside last week. First of all, I made sure no one was around. Then I got on my tip and spied on the kitchen window. I saw just the edge of the fridge. I think I've seen some sort of gooshy red stuff coming out of it, but I'm not quite sure. Then I heard creepy sounds coming from the basement. It totally scared me and yup, I admit, I sprinted all the way home. But I'm so curious, I can't help myself. I think I'll be back. I want to get in. I could really use a partner, though. Are you serious, are you coming with me? About us:At Toca Boca we believe in the power of play to awaken the imagination of children and help them learn about the world. We design our products from the children's perspective to empower children to be playful, be creative and be who they want to be. Our products include award-winning apps that have been downloaded more than 200 million times in 215 countries and offer fun, safe and open gaming experiences. More information about Toca Boca and our products in [tocaboca.com](https://tocaboca.com/privacy-policy).Privacy Policy:Privacy is an issue that we take very seriously. For more information on how we work with these matters, read our privacy policy: [we programmers on various tasks](#).

Implementing Game Features Fixed Bugs and Character Animation Optimizations and Behavior Touch Mystery House is a horror themed exploration game for kids. In the game players explore a scary house full of monsters, secrets and strange things. Four different house guests occupy a room in the game alongside their own mini-game and game mechanics. Never forget your first real game project and that was mine. I was an internal game programmer for the entire duration of this project. I to implement various game systems in conjunction with two other programmers. What I'm most proud of is the elevator in the game. Me and a 3D artist did all the design and implementations of the feature for ourselves. This is the project I'm most proud of. The of the things I learned was amazing and I could feel increasingly skilled by the day. Plus, music kick-ass! Last week, I finally remembered the name of a series of games I enjoyed when I was around nine years old. It was called ClueFinders, about a group of young teenagers exploring different environments solving mysteries. It was educational in the most traditional way, which is why my parents would have been easily persuaded to buy it from our local Currys or Comet store. He plays Mystery House, although aimed at younger audiences, can be enjoyed by all ages and tames a more fundamental desire than education: our curiosity. The game jumps straight after the title splash with zero explanation, where you are greeted with the option of entering one of the few different doors in a sunken house, the shadows of insects and strange beings lurking on every corner of the aisle before escaping. Each of these rooms contains its own unique delights. You are invited to poke and prod (ok, tap) to different objects for potential clues as to what this site actually is. At first, I was glad of the apparent inertia of it all, until I came to a room occupied by a great monster. I went through deeper into the room and saw that it was a laboratory where you are able to make different potions. Things become weird and wonderful by feeding these tonics to the monster, which changes shapes, colors and sounds, sometimes continually with certain mixtures. That was fun, but I still didn't get it, so I went out to visit the basement via a broken elevator I'd find in any cliché horror movie. I got a genuinely creepy view before I realized I was in some kind of music hall. Here, you are able to prod, stretch and twist the different features of a giant monster head, new effects that come into view and constant rhythm, adapting the rhythm to the music being retained. It invites you to be as experimental as the game itself, while it is also very satisfying. I'm not going to spoil much on the top floor of the house. Here, you are asked to figure out puzzles with different shapes and colors through little orientation. It is possibly the most mysterious area of the house. But it succeeds to be magical and majestic, as if you're experiencing the wonders of Hollywood movies as a kid again. I wasn't alone in that. My niece and niece constantly kept touching the screen throughout the game, trying to figure out the potentials and possibilities within this little universe created by Toca Boca. But Emad: The witness, srsly? Despite the choice of multiple comparison points, the most notable link is how the features in the hallway changed as you continued to play and experiment with the game. It is this highest level of completion that appears in Witness, where the surrounding environment changes and obelisks light up as you go. This is the genius of Toca Boca's design style, focusing on minutiae in order to expand the opening and the obvious. By preparing the However, fulfilling experiences, the Swedish team Toca Boca continues to emphasize that the style of play does not always reside in the largest and most adult-centered studios, but in the small jewels of our lives. Toca Boca's latest app, Toca Mystery House, offers kids some weird and wonderful rooms to explore. I mentioned before that my kids (even the older ones) still love playing with the apps touch life, which are a bit like digital doll houses: you've got people and animals that you can move from the stage to the establishment, put things in your hands, open and close doors and drawers, and all sorts of other things. Some of The Boca Touch apps, however, have a slightly different approach: they don't use familiar characters and playing style, but have a little more experimental character. For example, Toca Lab Plants allows you to manipulate several plants, cross them or expose them to different stimuli, resulting in new types of plants. Tap Kitchen lets you mix crazy foods and feed them to a goofy person, who reacts in a fun way. Tap Mystery House is in the vein of these other apps, leaving it in an environment with no obvious indications of what you should be doing. When you enter the house, you can swipe left and right to walk down the aisle, where you'll see peeling wallpaper, cracks in the walls (usually with bright eyes facing out), and several doors. Each door leads to a different

room (sometimes through additional corridors) with strange creatures and objects to interact with. At the top of the stairs, you will find these two dressed beings that present various shapes –a cube, a cylinder, a sphere- that you manipulate by touching, sliding and turning so that secrets are opened and unlocked inside. In the basement there is a monster head playing music. You can tow your ears, nose, and even your eyeballs to add various voices or instruments. Touch your teeth like a marimba and figure out how to carry ghost hearts and other strange creatures. In the fridge, there is a large pink stain that has smaller shapes floating inside. You can splash the shapes at the bottom of the fridge, where they stick to each other and random objects in various configurations. And then there's the lab, where they mix and match liquid test tubes along with eyeballs and peppers and crystals to create potion bulbs. They feed on these bulbs to the small creature (this spiky pink type in the background), causing it to change shape and color and size. My kids had fun trying to figure out what effects different ingredients would have, to see if there is some consistency in the formulas. While you can only play and explore the house, you'll notice that in many of the corridors there are incomplete screens: empty racks or hooks or picture frames. In you get certain things, you'll see things appear on these screens, such as hits or trophies. Some of them were easier to achieve than others, and mine spent a lot of time filling our collection. It's an interesting approach: it makes it a kind of game to try to get all the trophies, but at the same time the app is more like a toria, where you can only play with things that you find interesting. What we liked about Toca Mystery House is that it just left you in the house without instructions. You just wander around, hit and prodding at things, and there are plenty of small details to discover. At first, you have no idea what's going to fill your screens, but as you experience, you'll start figuring out how they're grouped together and which screens belong to which rooms. I found myself wishing the house was bigger, that there were even more rooms to explore. My youngest daughter (5 years old) has fun playing with the various rooms, but my older girls definitely focused on screens. Once they were achieved, they were primarily interested in the lab room and did not have as much interest in revisiting the other areas. If your kids like Toca Boca apps, especially those outside the Toca Life series, they can enjoy Toca Mystery House. It has only a little creep (as befits a haunted house), but it is done in a very nice way. Visit the Toca Boca website to learn more about the app, which is available for iOS and Android. Disclosure: I received a free download of this app for review. Did you like it? Take a second to support GeekDad and GeekMom in Patreon! Patreon!

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