# Player's Guide

**Introduction:** A Murder at Belmont Manor, this game involves a detective trying to solve a murder, this is a who done it game. The deflective must interact with the characters and objects in the mansion to get closer to solving the mystery of the death of a character. Each time the game is played, the victim and clues are randomly generated for the user to have a fun and challenging experience.

**Getting Started:** To play this game on a computer, the user needs to download Processing for their computer. Once Processing is completed downloading, the user can run the game folder by clicking the play icon and clicking 'f' or 'enter' key to get started.

**Players Control:** The player's movements are controlled by the arrow keys or aswd keys. The 'a' and left arrow keys are used for the player to move left. The'd' and right arrow keys are used for the player to move right. The 'w' and up arrow keys are used for the player to move up in the game. And last, the 's' and down arrow keys are used for the downward movement. The 'f', or 'enter' key is used to start the game, to click on objects, and interact with the characters.  On the dialog board to start or continue a conversation with a character, the player must press 'f' or 'enter'. The 's', 'd', up and down keys are used for the scrolling of the conversation that can take place with the character

**Characters:**

- Alicia, house owner
- Andrew, a maid
- Elisabeth, a guest
- Humphrey, the chef
- John a butler
- Jane, a maid
- Lawrence, a guest

**Clue Objects:**

- Discarded letter
- Family photo

- Notebook
- Safe
- The murder victim's body

**Weapon Objects:**

- Bloodstained Knife
- Bloodstained candlestick
- Bottle of rat poison
- Half empty bottle of rat poison
- Candlestick
- Knife

**End Game:** The player must press 'f' or 'enter' to leave the house through the two front doors. The player will be presented with a text board of the characters' name to accuse on who killed the victim. Once the player clicks who committed the crime either the player will be correct on who killed the victim, or the player will be presented on the incorrect guess which then will reveal who the murderer was. The player will be present with a *game over* text when the game has finished.