Murder Mystery Text Based Game Summary

Completed: Dec 2024 | **Language:** Java

Created a Zork style interactive mystery game in which the player is a detective investigating a murder. The player has to explore locations, collect evidence, and solve challenges through typed commands to complete the game. The game features a command parser to process user input (move, look, get, use, combine, etc.).

Key Features:

- 11 explorable locations (e.g. police precinct, forensic lab, city park)
- Inventory to store any items picked up
- Dynamic Map
- Scoring system with high score tracker
- Restart game feature
- Help command for improved user experience
- Gameplay obstacles (e.g. must have picked up protective equipment from lab before collecting evidence)