The Missing Jewel Mystery Documentation

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# Overview

## Game Premise

## Characters

(Please check the **Character Document** for characters.

## Items

(Please check the **Item\_ID's** Sheet for All Items)

(Please check the **Questions\_Sheet** for All Questions from all characters)

(Please check the **Rooms and Doors Sheet** for All Doors and Rooms)

# UML

(Please check the **UML Document** for UMLs)

# Events

## "Win" Conditions

Win condition 1: **No Suspects arrested.**

If the player does not input any suspects in the PoliceVan Suspect list, then the game ending will tell them that No Suspects were arrested.

Win Condition 2: **Incorrect Suspects Arrested**

If the player inputs suspected names into the PoliceVan Suspect list, but they are not the correct suspects, the game will tell the player that none of the suspected characters are the correct ones.

Win Condition 3: **Not All Suspects arrested.**

If the player inputs suspected names into the PoliceVan, the names were part of the suspects, but not all the names were selected, the game will tell the player that they have not gotten all the suspects.

Win Condition 4: **Suspects and Innocent arrested.**

If the player inputs suspected names into the PoliceVan and there are some suspects in it and some non-suspects in it, then the game will tell the player the number of suspects were correct out of the total number of suspected characters.

Win Condition 5: **All Suspects Arrested.**

If the player inputs ALL the correct suspects name in the PoliceVan, then the game will tell the player that they have arrested all the correct suspects.

**Jewel Win Conditions:**

Win Condition 1: **Jewel Found**

If the player has found the Missing Jewel, and the Jewel is within their inventory or in the PoliceVan, then the game tells the player that the Jewel has been returned to the rightful owners.

Win Condition 2: **Jewel Not Found.**

If the player does not have the Missing Jewel in their inventory or inside the PoliceVan, then the game tells the player that the jewel is still missing.

## Objective Tracking

Variable 1: Clues

Clues can unlock potential questions the player can ask the characters in the game. This will help open new ideas or possible leads into finding the correct suspects.

Though the player doesn’t exactly need clues to input suspect names into the PoliceVan, these clues will help provide a clearer idea of who the suspects may be.

Variable 2: Items

Some items will function as keys. If a door or container requires a key and the player does not have it, the player will not be able to open the door or container. This may bar them from further clues.

Variable 3: Suspect List.

One main direct variable that will affect the ending is the Suspect List that the PoliceVan holds. This list will hold all of the names the player suspects are the thieves. At the end of the game, when the player exits the mansion walls, the game will gather these names, figure out which ones were the correct suspects, and then print out a win condition based on the number of correct suspect names.

Variable 4: The Missing Jewel

Though it is also an item, the player’s main goal is to find the Missing Jewel. If the player has it in their inventory or in the police van and the player exits the mansion walls, the game will tell the player that they have found the missing jewel.

# Credits

Michael Hadley (https://www.youtube.com/watch?v=eBadZxYe6I4) - Adventure game architecture and a menu that uses arrow keys.

Programming Is Fun (http://programmingisfun.com/) - Providing Basics to create an adventure game

Dani Krossng (https://www.youtube.com/watch?v=t2SPg6IuT3k) - Tutorial providing an understanding about Classes and Objects

Dani Krossng (https://youtu.be/cp19RhiHHok) - Tutorial providing an understanding about Creating Namespaces

Dani Krossng (https://youtu.be/i6n\_fwLTKIc) - Tutorial providing an understanding about Arrays

AvetisCodes (https://www.youtube.com/watch?v=86ymhq54V5k) - Tutorial for understanding Static and non-Static

Tim Corey, aka IAmTimCorey (https://www.youtube.com/watch?v=9mUuJIKq40M) - Tutorial for file systems and directories

Caleb Curry (https://www.youtube.com/watch?v=DG75QLJAty0) - Understanding jagged arrays and 2D arrays

Michael Hadley (https://www.youtube.com/watch?v=wAYN2BABnG0) - Tutorial around Sounds and soundplaying

Vere Miller (https://www.youtube.com/watch?v=GNyeojGBqmQ) - Tutorial for understanding Timers

Celtx (https://www.celtx.com/) - An Online scriptwriting program, Free Trial used.",

Indy Mogul (https://www.youtube.com/watch?v=XZszextv6yE) - Tutorial around the basics of script-writing (Not programming related

Indy Mogul (https://www.youtube.com/watch?v=403el1Tzk8E) - More advanced screenplay script writing

Dmitry Shub (Teacher from FA22-PROG 101-01) - Teaching about programming 101 and providing basics about programming in C#

# Object Oriented Programming Principles

## Polymorphism

Definition:

Project code example:

## Encapsulation

Definition:

Project code example: