

HOMICIDE IN THE HUB

User Manual

The objective of the game is to solve the murder that has taken place by collecting clues and talking to characters in the different rooms of the Ron Cooke Hub.

Setup:

1. Download the game from the website <http://wedunnit.me/>
2. In order to start the game you must launch the .exe file in this folder.
3. The game should then launch. You will then see the main menu screen.

Main Menu:

The main menu has five options:

- **New Game:** This starts the game (see next section)
- **Leaderboard:** This displays the current leaderboard
- **Tutorial:** Displays a small tutorial on how to play the game
- **Credits:** Displays the credits and acknowledgements
- **Exit:** Exits the game

Starting a New Game:

Once clicking on the 'New Game' button, it will take you to the character selection screen. Use the arrows to select between the characters then press play to begin the game or back to go back to the main menu.

Navigation:

The map can be brought up by clicking the map icon in the top right corner or by pressing the M key on the keyboard. The map will then appear. To navigate to a different room you click on different areas of the map that correspond to the rooms in the world.

Collecting Items and the Notebook:

To pick up an item in the game world, simply click on it. This will display a small panel showing more information about the clue. It will be placed in your notebook which can be viewed by clicking on the notebook button in the top left corner or by pressing 'I' on the keyboard. To view more information about that clue, click on it's name in the list on the left hand side and it will appear on the right hand side with more detail.

Questioning and Interrogation:

To question a character, you must click on them. This will take you to a special interrogation room wherein you are presented with the option to Question, Accuse or go back. Upon choosing Question, you will be presented with three more options. Each of these is a particular style of questioning. They are detective specific so they depend on who you chose at the start. Choosing one results in a question in the chosen style being asked. The character will either rebuff you or they will give you a verbal clue based on something they knew about the victim or what they saw at the time.

The character will only give you a clue if you chose the right style of questioning. Each character has a weakness to one of the detective's styles of questioning. The clue will be stored in the notebook.

Going back results in leaving the interrogation room and returning to the original room.

Accusations:

When you think that you have found enough evidence to accuse the murderer, you can instead choose the accuse button in the conversation menu when you are talking to the person you want to accuse. This will prompt the logbook to appear and you will have to choose three pieces of evidence that you have uncovered. If the accusation is correct, you will win the game. If it is false or you have used the wrong evidence to accuse the character you must try again.

Scoring & Leaderboard:

When in the game, your score is displayed in the top right corner of the screen. This will decrease with time, but you gain points for every clue you collect and lose points for falsely accusing a character. The faster and more accurately you solve the murder, the higher your score.

When you beat the game and accuse the correct character, you will be prompted to put your name in the text box on screen to add it to the leaderboard. The leaderboard can be viewed from the main menu.

Pause Menu:

Pressing the Escape key in game will bring up the pause menu. From here you can resume the game or go back to the main menu.