PROJECT PDF

Welcome to our Murder Mystery game. This is your help document. It will contain information on items, movements, items, how to move and interact, and a map to help you navigate. There are obstacles in your way to finding the true answer.

There are puzzles that need to be solved. They unlock information or rooms to help you figure out the mystery of the murder. All the puzzles found within the building are integers. While they have a lot of permutations there are going to be clues on what each one is. Since it they are combination locks there is no counter on how many times you can try to open them. So, feel free to guess as many times are you want!

There are keycards to help you get around the mansion. They are colour coded to help you figure out where you need to go next. They are named as follows: YellowKeyCard, BlueKeyCard, RedKeyCard. They will only unlock their corresponding-coloured door. You will be able to use it if it is in your inventory.

All the controls will be displayed on screen as you move through the game so it should be easy to know what the controls are as you progress through the game. Here are the controls you will need to know anyway:

Move in [m] followed by the corresponding number. There will be a room readout along side the number so you always know where you are going.

Interact will always be [i]. There are rooms where you can pick up items and rooms with dialogue. You can pick up items and interact with NPCs with [i].

Your inventory is [v]. You can access the inventory to see what you currently have. You will see the item, it's description, and where it can be used.

As usual, [q] will be quit and it will close out of puzzles.

Using [u] when prompted will allow you to use items in some situations.

Using [l] is like q and it will close out of some options.

You will always be able to accuse someone of the murder using a followed by the corresponding key.

Here are the people you need to know about in this game:

There are a few things you might want help with, and that is okay! The items you need to find are the knife, picture frame, and will. You will find them scattered around the building.

Here is a map so you know where you are going:
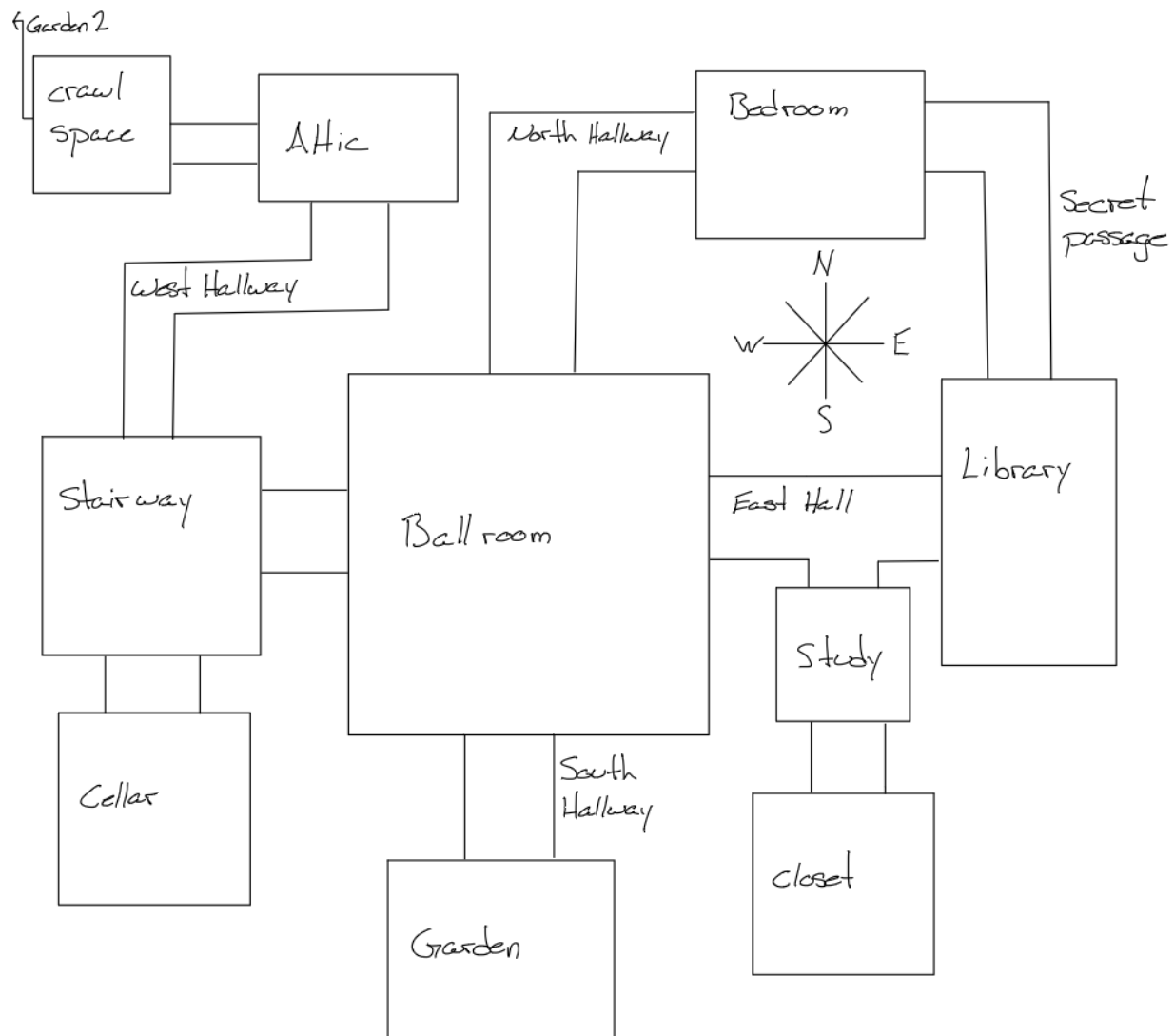
CLUES FOR PUZZLES:

Key cards need to match the description needed when asked. They will permanently open the door they are associated with.

The combination puzzles found throughout the building are all three-digit combinations.

These numbers are: 389, 231, and 325.

UML DIAGRAMS

Wish list if we had more time:

A splash screen for game start and end.

Better formatting of the game as the player moves through the rooms. This would include things like clearing the screen each time the player moves rooms.

A better control scheme to make the experience better and easier to understand.