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ICS3U7 Final Project Functionalities

Title Screen: The player starts in the title screen which contains two options of "start" and exit". The screen also displays the project name, developer's names, teacher's name, date of completion, and course code.

Menu Screen: The screen displays 4 buttons for the user to click; Start, Instructions, Route, and Exit. Start directs the user to begin the game, Instructions to the Instructions, Route sends them to the different route options, and Exit exits the program. When the start button is clicked the user is prompted for their name. After entering their name, the user will proceed onto the main story.

Start: This button leads the player to begin the story. However, before the story begins the user will be prompted with a button to ask if they have already played before. If the user selects "yes", they will be redirected to the second half of the story, where they need to choose their suspects. If the user clicks "no", they will continue with the story from the start.

Yes: The user will be directed to the start of the game where they meet the museum director and must prove that the painting displayed is fake. Afterwards, the user will be provided with a list of suspects where they must interrogate, and find clues regarding the suspects. The game will have a few endings, where the user is either successful or encounters a problem after choosing the wrong person. There will be a map feature the user can click on to "move" locations in the game. Each location will have a clue and information about the thief, along with interactive characters.

Map: This page includes 6 "rooms" in which the suspects are located. When the user finishes the introduction they will be prompted to click one of the locations of the map. Each room contains a suspect, and clues. The user will be asked whether they wish to interrogate or search the room. The user can't leave the room unless they search the room. Some of the rooms will be "locked", until the user gets enough clues to proceed into the next room.

Room:
Interrogate: The user will be given choices to interrogate the suspect. There will be different clues based on what is chosen, and there some options may not provide any clues at all. The suspect will try to answer questions without suspicion, but it is up to the user to determine the truth. After the interrogation is over, the user can enter all their information into a mini diary! This diary will store all data in a text file and will output the data when the user prompts for it.

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Search: This button will lead the user into a mini game where they must search for clues. The games will include a math game, cracking a vault, matching game, and hangman. The user will gain clues from these games, and can add it to their diary. After finishing they have the option to return to the map, or stay in the room to interrogate.

Final Room: The user will first be asked if they are ready to make a final decision. If the user selects no, they will be returned to the map. If they select yes, they will be prompted to the final room. The user will not be allowed to return to the map, and must make a decision on who they think the suspect is. The user will have access to their mini diary, which will read the inputs from earlier. There will be a right choice and wrong choice, where the user can either get the good and bad ending. If the user chooses the right culprit, there will be a congratulations message displayed and the user will be prompted back to the main menu.

Exit: This button closes the program.