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.

Instructions: This page will display the instructions and the main objective of the game.

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 page will display an image where the user is introduced to the situation. The user is a detective in this story and needs to find out who stole the Mona Lisa. The map button at the top will lead the user back to the map.

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 final room is where the user can make their choice of who they think the suspect is.

Games: When entering the games room, the user can pick between playing the four mini games present throughout the story. These are not related to the story, and are just for fun, if the user wishes to play them separately.

Rooms:

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.

Search: This button will lead the user into a mini game where they must search for clues. The games will include cracking a vault, tic tac toe, and hangman, and searching a computer. The user will gain clues from these games, and can use them to find the suspect. After finishing they have the option to return to the map, or stay in the room to interrogate.

Final Room: The user will be presented with 4 options, each with the suspect name. In this room, the user will need to make a choice who they think the criminal is. If they choose the right option, they will be shown a congratulations page, with a button redirecting them to the main menu. If they choose the wrong option, they will be given an message telling them they made the wrong choice, and can go back to the main menu. From the main menu they can choose to play again.

Exit: This button closes the program.