

Supported Activities

(Green Team)

- 1) Game Begins (System Start)
 - a. Allow players to connect and assign first connected player Miss Scarlet
 - b. “shuffle” cards, choose the three mystery cards and deal the remaining
- 2) Typical Turn (no room entered)
 - a. Allow player the option to “roll the dice”
 - b. System will determine all possible locations to move the players piece based on the dice roll
 - c. Player chooses which location they would like to move their piece to
- 3) Typical Turn (room entered)
 - a. Allow player the option to “roll the dice”
 - b. System will determine all possible locations to move the players piece based on the dice roll
 - c. If player can and chooses to, allow player to enter a room
 - d. Game should dissolve remaining number of spaces left to move in turn
 - e. allow player option to make a guess
 - i. Player can name a suspected player, a weapon and the currently occupied room as a suggestion for “Whodunnit?”
 - f. moving in play order, the first player with at least one of the three guessed cards will be pointed out
 - i. the pointed-out player can choose which cards (if possible) to show
 - g. during a guess, the suspected character’s avatar is moved to the suspected room, they are allowed a guess on the start of their next turn.
- 4) Typical Turn (Secret Passage)
 - a. Player in a room will be allowed the choice to move by spaces or (if possible) by Secret Passage
 - b. player can move by secret passage instead of by spaces and will move to the opposite corner room from the current room by the use of the secret passage
 - i. Upon entering new room, player can choose to make a guess
- 5) Guess
 - a. Whenever a player enters a room on their turn, or is in a room because they were dragged their on a previous guess, they may make a guess
 - b. Player must guess which 2 cards (player and weapon, room the guessing player is in is implied) they think may be in the mystery folder.
 - c. The first player, going in the order of turns, who can disprove the guess must show one of their cards that was one of the cards guessed.
 - d. A correct guess will result in no one disproving the guess, and gameplay continues.
- 6) Accusation
 - a. At any time and in any room a player can opt to make an accusation as to “Whodunnit?”, with what and where
 - b. Player then is allowed to see the mystery cards
 - i. If they are right, they win, if not, they lose and are only allowed to disprove other players’ suggestions / guesses

7) Win (system terminate)

a. If a player makes a correct accusation, they are the winner and the game ends

OR

b. Last player with a piece in play wins by default

c. After a winner is determined, the system will halt execution and disconnect all players