

INFORMAL SCENARIOS

Scenario name: Preload

Current State: Idle server, no players or programs launched.

Scenario: Players connect to server, which launches the game and orders players into pieces. Players all connect.

Next Scenario: Start Game

Scenario name: Start game

Current State: Players are connected, game play has yet to start.

Scenario: The board is drawn and cards are shuffled to all six players. Three cards are placed at the center of the board. Miss. Scarlet (first player to join) goes first then game play moves in the order in which the other 5 players connected.

Next Scenario: Standard turn

Scenario name: Standard turn

Current State: Player 6's turn to play

Scenario: Player 6 rolls a 3 and moves the piece 3 spaces along the board in the shape of an "L" and lands on a different spot on the board. Turn ends for player 6, next player's turn.

Next Scenario: Standard turn, enter room, correct guess, incorrect guess, move by secret passageway, accuse, game end.

Scenario name: move by secrete passageway

Current State: Player 5 is in a room

Details: Player 5 uses the secret passageway in the room and advances to the connecting room across the board. Player may guess or end turn.

Next Scenario: correct guess, incorrect guess, accuse, standard turn, game end.

Scenario name: Enter room

Current State: Player 2 rolls a 3

Details: Player 2 advances 2 spaces, into a room and forfeits the last move. Player 2 may guess or end turn.

Next Scenario: correct guess, incorrect guess, accuse, move by secrete passageway, game end, standard turn.

Scenario name: Incorrect Guess

Current State: Player 3 just entered a room

Scenario: Player 3 is in a room and guesses that Mr. Green committed the murder with a wrench in the room currently located at. Mr. Green is moved from his location to the room player 3 is currently situated. Player 1 shows player 3 the wrench card and player 3's guess is disproved. Player 3 ends turn.

Next Scenario: standard turn, correct guess, incorrect guess, move by secrete passageway, accuse, game end.

Scenario name: Correct Guess

Current State: Player 3 just entered a room

Scenario: Player 3 is in a room and guesses that Miss Scarlet committed the murder with a wrench in the room currently located at. Miss Scarlet is moved from her location to the room player 3 is currently situated. No player had the cards mentioned in player 3's guess. Player 3 ends turn.

Next Scenario: standard turn, correct guess, incorrect guess, move by secrete passageway, accuse, game end.

Scenario name: Accuse

Current State: Player 4's turn

Details: Player 4 makes an accusation. Player 4 accuses Mrs. White of committing the murder with a knife in the bathroom. Player 4 looks at the center cards and does not find the knife card. Player 4 cannot move or guess or accuse again. Player remains only to disprove other guesses. Next player's turn.

Next Scenario: standard turn, correct guess, incorrect guess, move by secrete passageway, accuse, game end.

Scenario name: Game end

Current State: Player 2's turn

Details: Player 2 makes an accusation. Player 2 accuses Mrs. White of committing the murder with a wrench in the kitchen. Player 2 looks at the center cards and finds the exact same cards just mentioned. The cards are revealed to all players and the game is over, player 4 wins.

Next Scenario: